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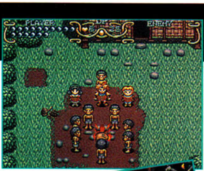
SEPTEMBER 1994 VOLUME 64



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I loved your "Quick Plays" of StarTropics and Crystalis. They were a big help. I would like to see more "Quick Plays" on such games as: The Legend of Zelda, Zelda II and Jurassic Park for the Super NES. These would really help. Thank you for your time and energy.

MARK MORA
CANOGA PARK, CA

Around my birthday, I received your Super Metroid subscription offer. I didn't have the money at the time, so I set it aside. I opened the next letter. It was a birthday card with $30 in it! I decided right away to renew my subscription. I'll be a member very soon! Thanks for picking the right time.

CHRISTOPHER MADDOCKS
SURREY, BC

I purchased Super Metroid a week before I completed it and I must say it was a most excellent game. Once I started playing it I couldn't stop. In fact, after I beat it, I started playing it again to get a better ending. By far, Super Metroid is the best game I have ever played on any system. I have had a Super NES basically since it was released and I am totally pleased with it. I used to have a Genesis, but it just didn't do it for me. The only use I had for the Genesis was to sell it to get the money to buy the Super NES. I am a hard core game player and the longest it usually takes me to beat a game is a week, the quickest a day. I totally hate the concept of the Game Genie. I think cheating is not the answer to finishing a game.

DARRYL OLTHOFF
ASTORIA, NY

Last September, my brother turned 9. He got Game Boy for his birthday, so he wanted a Game Boy cake. My mom made him the cake! Could you put it in Nintendo Power?

MATT SMITH
DAYTON, OH

Nintendo GAME BOY™
B
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SELECT
START

IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO READ!

We're looking for your comments regarding the exciting future of video gaming. How do *you* think the **Nintendo Ultra 64** will fare in the next generation of video games?

NINTENDO POWER
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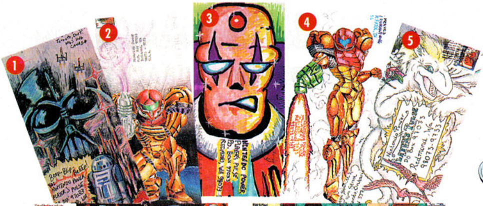
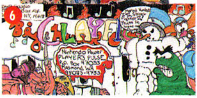
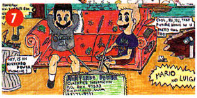
ENVELOPE ART SHOWCASE







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3 William Young
Norcross, GA
4 Kim Reeves
Deer Park, TX
5 Tonya Bennett
Toronto, ON
6 David Gaudio
Rochester, NY
7 Luis Runciman
Gainesville, FL

BAJA 500 CONTEST WINNER

with Ivan Stewart

Things couldn't have been much better for Adam Rhody. Not only was he selected as the Grand Prize Winner of our Player's Poll Contest from Volume 56, he was the winner of arguably the best contest Nintendo Power has ever staged! Adam and his parents, Dan and Sandy, flew into San Diego all the way from Toronto, South Dakota and then made their way across the Mexican border and into Ensenada where the race started. The morning before the race, the Rhody's had breakfast with Ivan, and later that day, Ivan took Adam for a wild ride as he pre-ran part of the course. Having played Ivan's video game, Super Off-Road: The Baja, Adam said he wanted to shout "Arriba! Arriba!" every time they got some air. On race day, Adam and his parents hopped in a Toyota 4-Runner and raced from pit to pit on the Baja backroads to see the action when Ivan stopped for fuel and repairs. They followed Ivan's status by radio, listening to transmissions between driver, chase helicopter and pits, as he fought his way from his last-place starting position to first. And best of all, they were standing at the finish line, screaming, when Ivan took the checkered flag!

Here's Adam checking the race maps with Ivan's daughter-in-law, Allison.

THE PITS!

Adam got to wave the green flag to start Ivan off on his 500-mile trek.

Adam also gets to keep the helmet Ivan wore while winning the Baja 500!

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YOU WEAK, PATHETIC FOOL!
MORTAL KOMBAT II™

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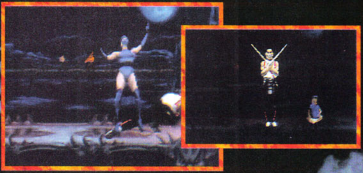
OUTWORLD COMPETITION

The scales of order are tipping toward chaos. Shao Kahn will have the final say in Shang Tsung's second deadly competition. Tsung was defeated in the first competition, but managed to escape certain deadly punishment from Kahn (The Wrath of Kahn?) by setting the stage for Mortal Kombat II.

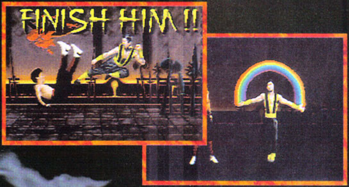
BABALITY

To go for a Babality move, there can be no punches thrown in the final round of the match. Instead of ripping off body parts or gouging spleens or something really cool like that, your opponent turns into a diaper-wearing baby. Poof!



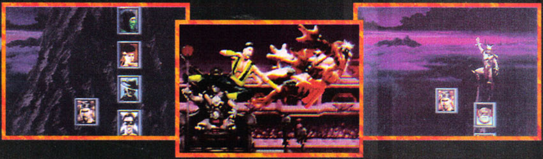
FRIENDSHIP

To make the Friendship move occur, like the requirement for Babality moves, no punches can be thrown in the final round of your match. However, unlike Fatalities, Friendship moves are recommended for the weak of heart.



TOURNAMENT PREPARATION

Any fighter that you choose to fight as possesses the ability win the tournament. Your game playing skills and desire to defeat your opponents will make the difference! One of the unique aspects of MK II is that many of the fighters' moves require totally different Control Pad and Button sequences and combinations.

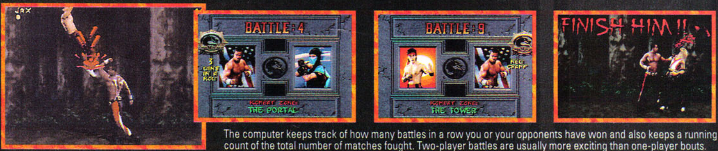


Starting off at the bottom of the heap, your chosen fighter will battle his or her way up through the ranks.

Kombatants will ultimately face off against Kintaro and Shao Kahn!

KOMBATANTS SQUARE OFF

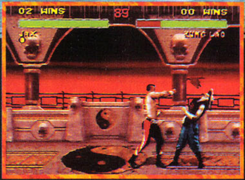
If you and a friend decide to go at it, press Start on Controller II when the fighter selection screen shows. Playing a 2-player game with one player is a good way to practice. It's much easier to beat the tar out of your oppenets when they don't move around!



The computer keeps track of how many battles in a row you or your opponents have won and also keeps a running count of the total number of matches fought. Two-player battles are usually more exciting than one-player bouts.

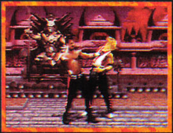
JAX

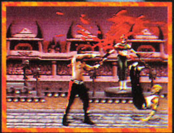
Major Jackson Briggs is the name. He's on a mission. Sonya Blade was part of his U.S. Special Forces unit. And now that she's missing, he's making it his goal to rescue her. Good thing he received her distress signal—he may have never known where to look. Jax uses a professional wrestling style of fighting, whereas almost all of the other fighters employ martial arts techniques. It may play to his advantage.



GOTCHA

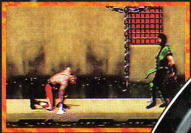
Toward, Toward, Low Punch. If Jax is close enough, he'll reach out, grab his rival, and give them two powerful blows to the head. It's a great move because it's quick and easy to pull off and it gives you two hits for the price of one!





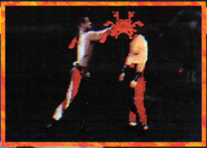
GROUND SLAM

Hold Low Kick for 3 seconds and then release. Because of the time required for this move, it's usefulness is limited. Use it when the round begins and also use it while backing up. You'll have more time to hold the Button.



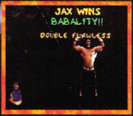
THE CLAPPER

Press and hold Low Punch, Toward, Toward, Toward, release Low Punch. You know what the comedian Gallagher does to watermelon, right? Well, Jax works The Clapper with the same results. The good thing is, you don't need to wear a garbage bag if you're near the TV.

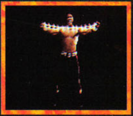


BABALITY

Hold Block, Down, Up, Down, Up, Low Kick. Babality moves only work if you don't throw any punches in the final round of the match. That's not always an easy thing to do.



FRIENDSHIP



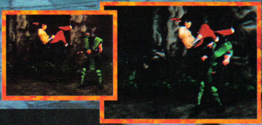
Hold Block, Down, Down, Up, Up, Low Kick. Oh! Isn't that special! A paper cutout, just because you're so nice. Jax is a master with the scissors. He's trained hard for this move.

LIU KANG

The hero of the first Mortal Kombat tournament, Liu Kang is out for revenge. While his sights are ultimately set on Shao Kahn, he yearns for the moment at which he can inflict total pain upon the evil Baraka. For it was Baraka who led the destructive raid on Liu Kang's temples after the first tournament ended. Victory or no, Liu Kang will get his shot.

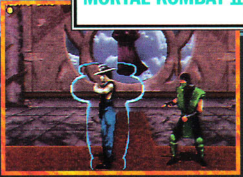
BICYCLE KICK

Hold Low Kick for 5 seconds. If you think that you will have enough time to pull this move off—do it! Liu Kang's feet will repeatedly step all over his opponent's face. Each kick is not powerful individually, but they add up.



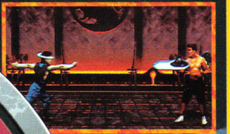
KUNG LAO

Kung Lao is a freedom fighter. He looks like he may be evil, but he's really not. He just hasn't been exposed to enough sunlight recently. Ironically, he used to be a Shaolin monk, but has now joined Liu Kang in his fight to depose Shang Tsung from his position as tournament kingpin. Kung Lao's razor-sharp, bladerimmed hat is by far his best weapon. Once he throws it, another hat magically appears on his head!



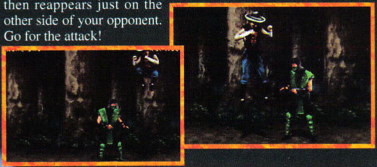
HAT THROW

Away, Toward, Low Punch. An excellent move! It's especially effective when your opponent is charging. Since you may already be pushing Away to retreat, just a quick press Toward and then a Low Punch will send your hat sailing.



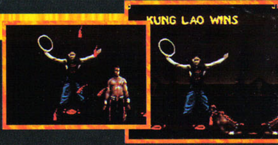
TELEPORT

Down, Up. That's it! There's nothing to it. You could do this move all day to out-fox your rival. Kung Lao disappears and then reappears just on the other side of your opponent. Go for the attack!



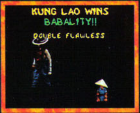
SIAMESE CUT

Toward, Toward, Toward, Low Kick. This rules! Kung Lao takes his buzzsaw hat and makes a precise incision right down the middle of his opponent. It gives a new meaning to the term "split decision!" Who's gonna clean up?



BABALITY

Away, Away, Toward, Toward, High Kick. In this instance, Kung Lao doesn't really want to wound anyone's inner child, so he just turns them into one.



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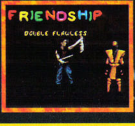
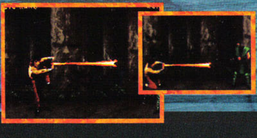


Away, Away, Away, Down, High Kick. Hey, Scorpion! Watch me pull a rabbit outta my hat. Nothin' up my sleeve. Presto! Luckily, Kung Lao was wearing the right hat for his Friendship move.

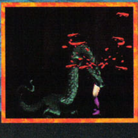
FIREBALL

Toward, Toward, High Punch. Use Low Punch instead of High Punch if you want Liu Kang to throw his fireball at a lower trajectory. It's a great way to smoke your opponent and is a very useful long range attack.



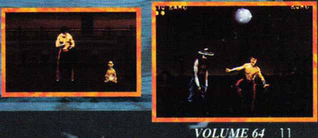
DRAGON SNACK

Down, Toward, Away, Away, High Kick. Liu Kang gets a case of the munchies and decides that his rival looks fairly edible.



BABALITY & FRIENDSHIP

Down, Down, Toward, Away, Low Kick for the Babality move. Toward, Away, Away, Away, Low Kick accomplishes the Friendship move. A charter member of the 70's Preservation Society, Liu Kang is on a mission to bring back disco dancing.

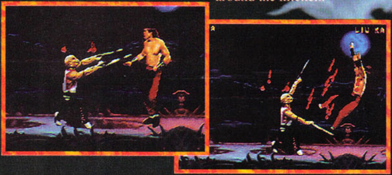


BARAKA

Once an outsider living in the vicious Outworld wastelands, Baraka became known to Shao Kahn because of his treachery. His fighting style and skills fit in well with Shao Kahn's assassins so he was recruited into the evil fold. Whether Baraka knows it or not, Liu Kang is on a mission to get him. Baraka's evil deeds will not go unpunished, that is unless Baraka gets the upper hand...or shall we say blade?

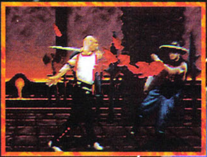
SHREDDER

Away, Away, Away, Low Punch. Slice and dice action at its best! A few quick vertical slices will be just what you need to back your rival up. Baraka is probably pretty handy around the kitchen.



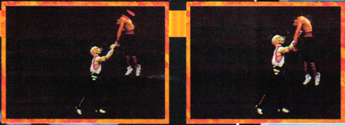
BIG CHOP

Away, High Punch. These types of moves are truly fantastic. They're so easy to do—and they're so effective! Just like it sounds, a Big Chop will slice through an opponent's defense. It's just like butter!



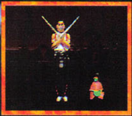
LIFT 'EM

Away, Toward, Down, Toward, Low Punch. Ramming both forearm spikes through the chest of his rival, Baraka can finish with a definitive fatal thrust.

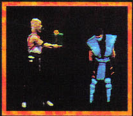


BABALITY

Toward, Toward, Toward, High Kick. A puff of smoke and a baby appears. These moves are really the strangest things in the game. Talk about giving someone back their youth.



FRIENDSHIP



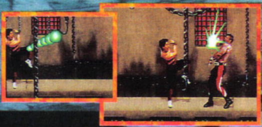
Hold Block, Up, Up, Toward, Toward, High Kick. Just a second. I have something for you. Here. Baraka delivers a nicely wrapped gift box. Holding a Block Button prevents Baraka from jumping up.

JOHNNY CAGE

Hollywood hero, Johnny Cage, disappeared from the set of his latest movie only to show up at the Outworld tournament. He's there to help his former friend, Liu Kang, save the world. But for Johnny, an even bigger prize drives him on: owning sole rights to the script and screenplay for another mega-budget martial arts movie based upon the tournament!

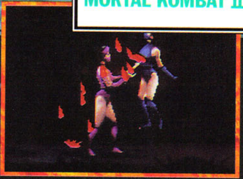
GREEN FLAME

Down, Down/Away, Away, High Punch for a high Green Flame. Down, Down/Toward, Toward, Low Punch for a low Green Flame. A rolling motion on the Control Pad will help you to execute these moves effectively. They're not easy.



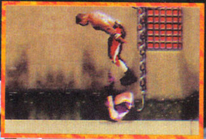
MILEENA

Beautiful, graceful, beguiling and strong, but most of all, deadly, Mileena is one of Shao Kahn's personal assassins. Shao Kahn suspects Mileena's twin sister, Kitana, of traitorous behavior. He assigns Mileena the task of watching (spying on) her sister to make sure that Kitana does not jeopardize his rule. Could this put Mileena in a less-than-enviable position? Time will tell as the tournament progresses.



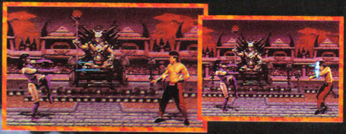
ROLL

Away, Away, Down, High Kick. Quickly tucking and folling, Mileena can score a hit by knocking her opponent over. Rolling is actually a pretty good defensive move, too. Try rolling a few times in a row. Back and forth.

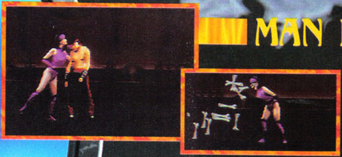


SAI TOSS

Hold High Punch, then release. Unlike other moves that require you to depress and hold a Button for 3 to 5 seconds, the Sai Toss only requires you to depress the High Punch Button for about one second. It's a fairly quick move.



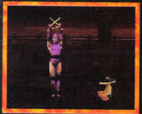
MAN EATER



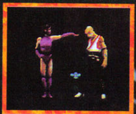
Hold High Kick, then release. Appearing as if she's leaning over to kiss her rival, Mileena instead delivers the kiss of death! She sucks in her opponent's body and then spits out the bones. It's quite disgusting.

BABALITY

Down, Down, Down, High Kick. Crossing sais in triumph, Mileena stands at the ready for her next opponent after sending her current rival back in time a few years.



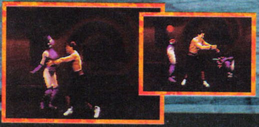
FRIENDSHIP



Hold Block, Down, Down, Down, Up, High Kick. Mileena's glove hides the true color of her thumb—green. A lovely flower sprouts and grows at the feet of the fighter that she has just defeated.

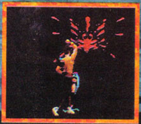
TORSO RIP-OFF

Down, Down, Toward, Toward, Low Punch. Johnny Cage reaches out, grabs his rival by the waist and, using his tremendous technique and finesse, rips his or her torso in two and tosses it aside. That hurts! But it's only a game.



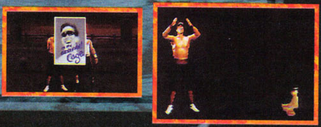
HEADS UP

Toward, Toward, Down, Up. You don't even have to press a Punch or Kick Button to take the head off of your adversary.



BABALITY & FRIENDSHIP

Away, Away, Away, High Kick accomplishes the little baby thing. Down, Down, Down, Down, High Kick will cause Johnny Cage to partake in his favorite pastime: giving away an autographed publicity photo of himself.

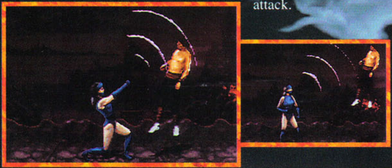


KITANA

At the beginning of Mortal Kombat II, we are told that Kitana was seen talking to an Earth realm warrior, but we aren't told who it was. Maybe it's important, maybe it's not. Either way, Kitana had better be on her best behavior around Shao Kahn. Even though Kitana is one of Shao Kahn's personal assassins, he does not trust her. Mileena, Kitana's twin sister, will be watching her at all times.

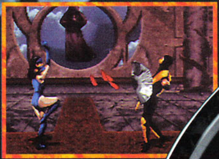
FAN LIFT

Away, Away, Away, High Punch. Even though this move doesn't do any damage when it hits, it disables its target on contact and gives Kitana more time to set up a really good attack.

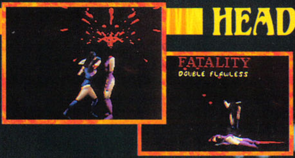


FAN THROW

Toward, Toward, High Punch + Low Punch. Kitana's metal fans are razor-sharp. When she flings one at her foe, vermilion liquid is sure to flow. She can only toss one of her fans at a time.



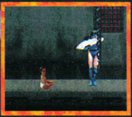
HEAD CHOP



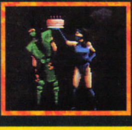
Block, Block, Block, High Punch. A single swipe of her deadly fan blade is all that it takes for Kitana to burst a brain. Take a bow, you've earned it.

BABALITY

Down, Down, Down, Low Kick. OK, you know the routine: no punches thrown in the final round, do the Babality move, poof, see the baby. Giggle.



FRIENDSHIP



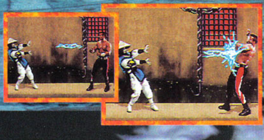
Hold Block, Down, Down, Down, Up, High Kick. Unlike her sister's flowery offering, Kitana whips up a cake (from scratch, no less) and offers it to her reeling adversary.

RAYDEN

Master of shock therapy, Rayden's intentions are basically good. After warning the other Earth realm competitors about Shao Kahn and his plans, he enters the Outworld tournament in hopes of putting the masked beast in his place. That's a tall order to fill. Now, if he could just figure out how to keep that darned static cling under control...

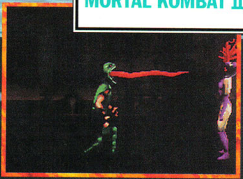
LIGHTNING

Down, Down/Toward, Toward, Low Punch. A rolling motion on the Control Pad will help you to smoothly execute this move. A burst of electricity emanates from Rayden's hands and flies directly at his enemy. Zapping fun action!



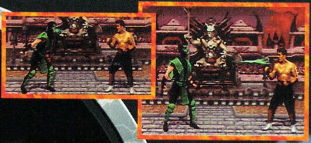
REPTILE

Very rarely does Reptile reveal his true reptilian form. He is Shang Tsung's personal protector. Considering the fact that Shang Tsung can morph into Reptile or anyone else, is it fair to say that he doesn't really need a bodyguard? That may be so, but Reptile has served his master well for a long time. It will be interesting to see what happens when Reptile comes up against Shang Tsung in the tournament.



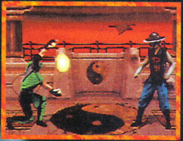
ACID SPIT

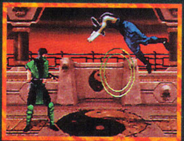
Toward, Toward, High Punch. Highly acidic, toxic green mucous spews forth from Reptile's mouth. It burns with the force of a fireball when it finds its target. Acid Spit isn't extremely powerful, but the move is easy to execute.



FORCE BALL

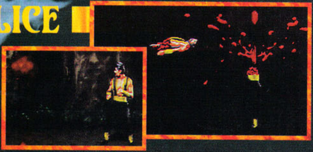
Away, Away, Low Punch + High Punch. Here's another move for Reptile that's easy to execute. It's pretty easy to avoid, but Reptile knows that his opponent will either try to Block or try to jump over it. It's a great set-up move.





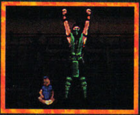
INVISIO SLICE

Hold Block, Up, Up, Down, High Punch to become invisible. For the finish, Toward, Toward, Down, High Kick. It's a basic torso ripoff move, but it's fun.

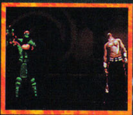


BABALITY

Down, Away, Away, Low Kick. Arms raised in victory, Reptile gloats over his ability to turn an opponent into a one-year-old. Big deal, anyone can do it, except Shang Tsung.



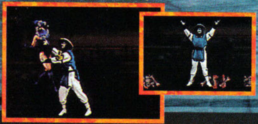
FRIENDSHIP



Away, Away, Down. Reptile has a career as a salesperson to fall back on if his gig with Shang Tsung doesn't work out. How about having your own personal bodyguard? Buy a doll.

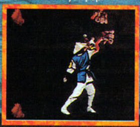
DEATH PENALTY

Hold High Punch for at least 3 seconds, tap Low Kick + Block rapidly. This is not really an easy move to do. You have limited time to cram all the motions into. This Fatality move is well worth the effort, though.



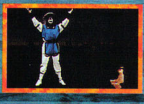
HEAD EXPLOSION

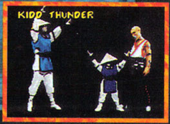
Hold High Punch, then release. Hold this move for a little longer than the regular Electrocute move. Sizzle 'til you pop!



BABALITY & FRIENDSHIP

Down, Down, Up, High Kick to get into baby mode. Down, Away, Toward, High Kick makes a smaller Rayden replica, Kidd Thunder, join him on screen. Who is this Kidd Thunder, anyway? And why is he so friendly?



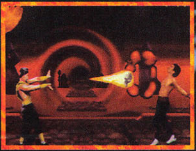


SHANG TSUNG

Lucky to be alive, Shang Tsung organized the second MK tournament. The reason that he's lucky to be alive is because he blew the first tournament by losing to Liu Kang. Shao Kahn was not impressed. But being the benevolent devil that he is, he's allowing Shang Tsung to redeem himself with another round of battles. This time, Shao Kahn himself will attempt to finish the job and control the Earth realm.

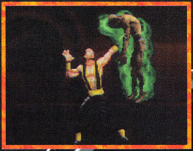
FIREBALLS

Away, Away, High Punch=one fireball. Away, Away, Toward, High Punch=two fireballs. Away, Away, Toward, Toward, High Punch=three fireballs. Shang Tsung's fireballs are quite large and fairly powerful.



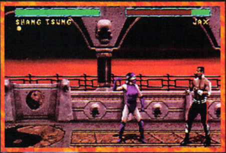
SOUL SUCKER

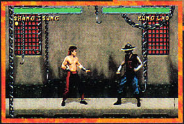
Hold Block, Up, Down, Up, Low Kick. Shang Tsung grabs his foe and magically sucks their very soul out of their body and into his hand. The corpse withers quickly. Who knows what he does with it then.



MORPHING

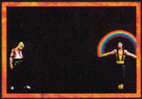
Various Controller motions—refer to manual. Shang Tsung is by far the most versatile fighter in the tournament. He can morph into any one of the other eleven fighters and use their moves.

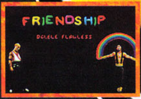




FRIENDSHIP

Away, Away, Down, Toward, High Kick. Since Shang Tsung doesn't have a Babality move, you'll have to settle for his Friendship move. Raising his hands high above his head, he creates a rainbow. Remember not to throw any Punches in the final round.



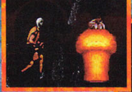


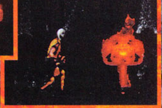
SCORPION

It's rather ironic that Scorpion and Sub-Zero are like polar opposites—one hot, one cold, but they are very similar-looking. Scorpion's main intent is to take out Sub-Zero, even though the thought of winning the tournament does appeal to him. "Come here!" yells Scorpion as he reels in his Spear. By the way, Away, Away, Low Punch for the Spear move.

TOASTY

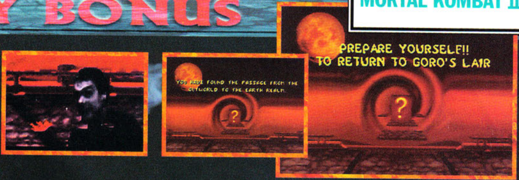
Hold Block, Up, Up, High Punch. Stand away from your rival and let loose with a blast of fire from your mouth. Scorpion will rip off his own mask first, exposing his true self.





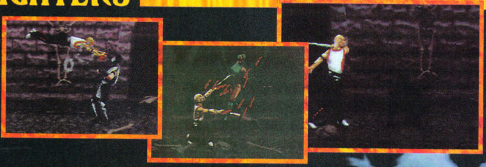
TOASTY BONUS

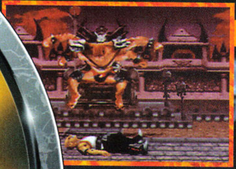
"TOASTY!" Dan Forden yells this out when he appears in the lower right-hand corner of the screen. While fighting in The Portal (2-player bouts only), press Up and Start at the same time when you see him. Go back to Goro's lair!


YOU HAVE FOUND THE PASSAGE FROM THE OUTWORLD TO THE EARTH REALM.
?
PREPARE YOURSELF!!
TO RETURN TO GORO'S LAIR
?

BONUS FIGHTERS

Arriving back at Goro's lair, you'll face fighters that you may have seen before. Noob Saibot, Jade and Smoke provide extra challenge for Kombatants.



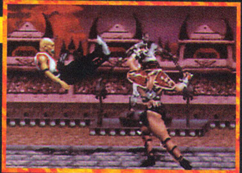


KINTARO

Since Goro is out of the picture, half beast, half...beast, Kintaro, has taken command of Shao Kahn's multitudinous armies. Kintaro is not very pleased that Goro went down in defeat in the last tournament. In fact, he's really ticked and he's in an extremely vengeful mood! Needless to say, it's probably not a good idea to enrage a four-armed monster like Kintaro.

SHAO KHAN

Ready for battle at any time, Shao Kahn rules all. Except the Earth Realm. His desire to conquer Earth is the reason that the MK tournaments have been staged. Shao Kahn sent Shang Tsung to Earth 500 years ago to unbalance the furies so Shao Kahn could invade Earth. The mission failed...miserably. Will it be any different now?



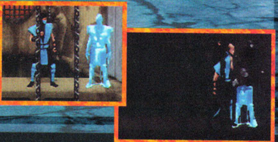
....ALL TOO EASY!

SUB-ZERO

Nobody seems to know how Sub-Zero survived the first tournament, but nonetheless, he's back for a second time. His intention is set: the assassination of Shang Tsung is the only thing that he desires! The only way for Sub-Zero to get to the shapeshifter is to fight his way through the tournament. It won't be easy, especially with Scorpion gunning for him.

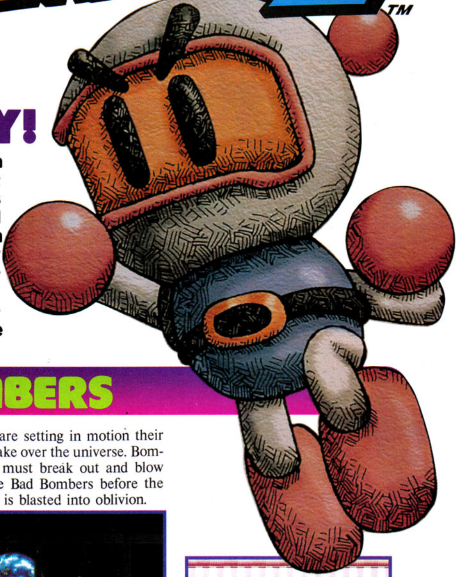
DEEP FREEZE

Toward, Toward/Down, High Kick to freeze, then Toward, Down, Toward, Toward, High Punch for the finish.



SUPER BOMBERMAN 2™

TM & © 1994 Hudson Soft

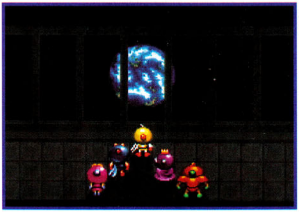


BOMBS AWAY!

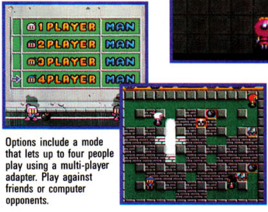
Anyone who has played Hudson Soft's BomberMan knows that it's a blast. Now the Bomber is back in a multiple-stage sequel that's even more explosive than the original. Bigger and better puzzles, along with some dynamite modes of transportation and three play modes, give the game lots of variety and a whole new feel.

BAD BOMBERS

The Five Bad Bombers—Magnet Bomber, Golem Bomber, Pretty Bomber, Brain Bomber and Plasma Bomber—are all back, and they've managed to kidnap BomberMan and lock him up in an underground prison somewhere deep in the alien base. With the doer-of-good safely hidden away, the alien cyborgs are setting in motion their plan to take over the universe. BomberMan must break out and blow away the Bad Bombers before the universe is blasted into oblivion.

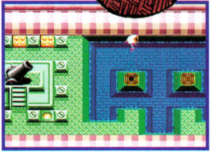


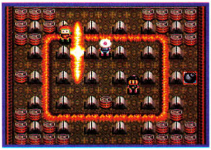
With BomberMan locked away, the Five Bad Bombers don't expect to run into serious opposition as they execute their plans to take over the universe.



1PLAYER MAN
2PLAYER MAN
3PLAYER MAN
4PLAYER MAN

Options include a mode that lets up to four people play using a multi-player adapter. Play against friends or computer opponents.



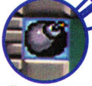


BomberMan maniacs will find lots of variety in this sequel. This time BomberMan travels via ship, tank and even cannon as he explores the vast alien base.

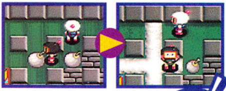
TOOLS AND TREASURES

When BomberMan destroys blocks, he often uncovers items that either increase his attack power or give him special abilities. If BomberMan gets blasted during a Normal Game, he loses the special abilities but retains any extra Fire Power and additional Bombs he finds. In the Battle Mode, special abilities last for only one battle. The special abilities often make complex and very difficult puzzles seem simple.

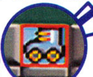
EXTRA BOMB



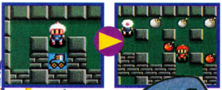
In the beginning, BomberMan can lay only one bomb at a time. For every Extra Bomb Icon that he finds, he can lay one more bomb before the first one he set explodes. He can lay a maximum of nine bombs at once.



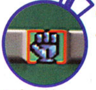
ACCELERATOR



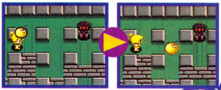
Picking up the Skate Icon makes BomberMan move more quickly. In rooms where the enemies are fast afoot, neat maneuvering can mean the difference between B-Man's blasting the competition and being bombed himself.



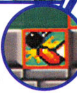
POWER GLOVE



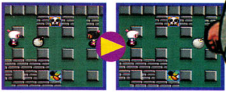
With the strength that the Power Glove gives him, BomberMan can pick up bombs and throw them. Press A to pick one up, then release A to throw it.



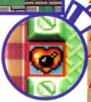
KICK



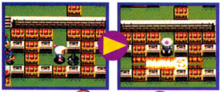
The special Kick ability lets BomberMan boot a bomb to areas that he would otherwise be unable to reach. It's a very helpful talent that keeps him a safe distance from enemies while delivering his dangerous payload.

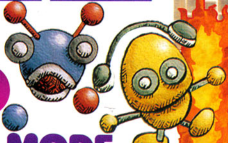


REMOTE CONTROL



This very useful special ability lets BomberMan trigger a bomb whenever he wants it to explode. He can set the bomb, move a safe distance away and wait for the enemy to near the bomb before making it explode.

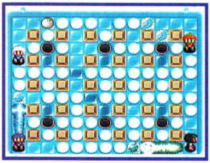


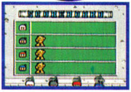


MULTI-PLAYER CHALLENGES

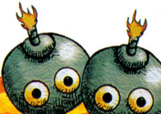
BATTLES

The Battle Mode pits players against one another in individual battles, where the players attack each other with their bombs. They determine the number of battles before beginning, and the last surviving player wins.



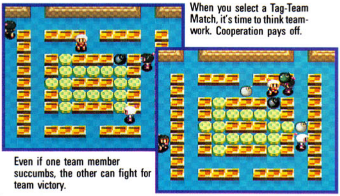


The Battle Mode is a free-for-all, and the lone survivor is the victor.



TAG-TEAM MODE

The Tag-team Mode lets players team up to take on an opposing pair. The strategy in this match up calls for cooperation. If one member of a team emerges victorious, both players grab the glory and earn the bragging rights.



When you select a Tag-Team Match, it's time to think teamwork. Cooperation pays off.

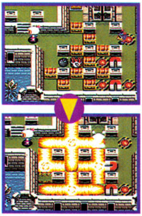
Even if one team member succumbs, the other can fight for team victory.

STAGE 1 THE OLD CASTLE

The Five Bad Bombers have all sorts of traps and tricks in store for BomberMan. He'll have to outwit and outbomb them in order to save the universe from these mutant masses of alien metal. Magnet Bomber rules the Old Castle, the first area BomberMan has to pick his way through. A single misstep will mean the end for the B-Man, so tread lightly and carry a big bomb.

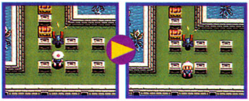
1-2 DYN-O-MITE!

When you set off a bomb by one of the bundles of dynamite, it triggers a chain reaction that can destroy objects and enemies in large areas. It can catch you, too, if you aren't careful.



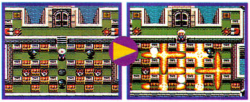
1-3 MAGNETIC FORCE

The Magnet Heads in 1-3 will draw you toward them if you cross their paths. If they touch you, you're toast, so keep moving and stay out of their magnetic fields. Blast them early on.



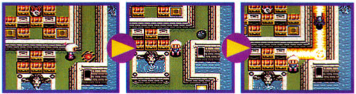
1-4 HOT SPOT

If you're fast, you can destroy everything in the lower part of the room with a single bomb. Place a bomb on the red dot before the floating bombs can move, then run for the upper level.



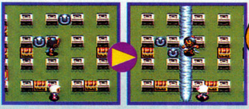
1-6 MAX BLAST

You won't be able to see them, but Magnet Heads lurk in the corners above the red dots. Let bombs explode on each of the dots for a long-range blast that will destroy them.

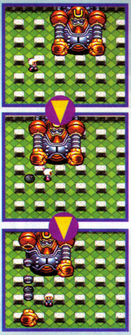


1-7 MAGNET BOMBER

First, you'll come face-to-force-field with a mini-Magnet Bomber, then you'll meet his giant counterpart. The bombs that the bitty Bomber sets tick down with every second and try to pull you into their range, too.



Avoid the mini-Bomber's exploding bombs and collect Power-Ups. If he gets blasted by you or one of his own bombs, he'll depart. Power-Up before you follow.



The big Magnet Bomber moves horizontally across the upper part of the screen. Set your bombs so their explosions touch him as he crosses.

Don't let him touch you. A single brush with the big Bomber means sudden death. Stay near the bottom of the screen unless you're setting bombs.

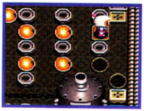
When he stops, he throws long-armed punches. Stay either between his two arms or to the right or left of them so the deadly punches won't land.

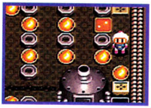
STAGE 2 RED HOT

The Fire Bomber that controls Stage 2 is a hot head who has set a series of fiery traps for BomberMan. Many of the rooms in this area contain mazes of fire. BomberMan can put out individual fire pots with bombs, but most of them relight randomly and can take him by surprise. If he's unwary, too slow or just unlucky, he can easily be trapped in corners when the flames come back on.

2-1 FLAME ON

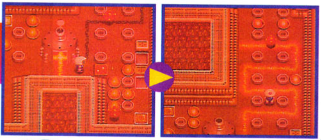
Move the two floor plates to make them disappear, then trigger the yellow switches that open the door. Be careful when bombing the lower switch—if the flame relights, you'll be trapped.





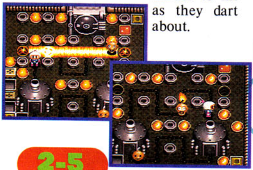
2-3 FURNACE FIRE

If you set a bomb by the furnace door, a fireball will escape. Watch your step! If you tread on the hot circuit, you'll fry.



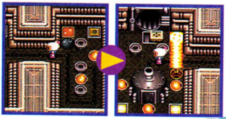
2-4 HOT HEADS

The jack-o-lanterns look docile enough—until you blast them once. After your attack, they race around erratically. You can destroy them with a second bomb, but they're harder to hit as they dart about.



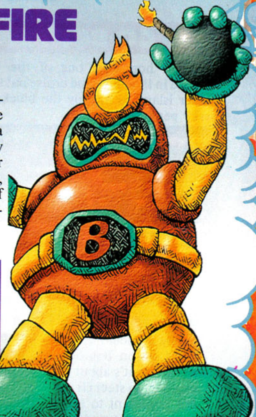
2-5 RED SWITCHES

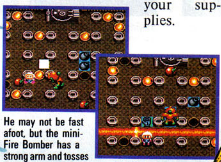
The floor plates won't move until you trigger the red switch in the upper right corner. Bomb it first, then blast the floor plates.



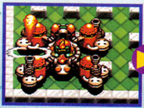
2-7 THE FIRE BOMBER

The Fire Bomber is a slow-moving hulk, but he can toss his fire bombs quite a distance. Find a safe place to stand before they explode. Sometimes the Bomber even strikes you with a bomb, which can make you drop some of your supplies.

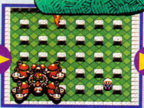




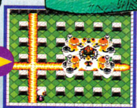
He may not be fast afoot, but the mini-Fire Bomber has a strong arm and tosses fire bombs around the room. Stand clear when they explode, then gather the goods they uncover so you'll be ready for the big fight.



The big Fire Bomber covers the entire room, so keep moving to stay out of his way.



When he showers you with fire bombs, watch the shadows to see where they'll land.



If you can avoid his attack long enough, he'll destroy himself with the fire bombs.

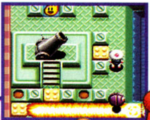
STAGE 3 PRETTY FUN

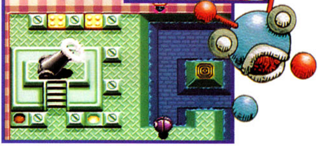
BomberMan will have to watch his step when he steps into Pretty Bomber territory. In this stage, he gets to take over some tanks, tromp on a series of trampolines, take a cruise on a couple of boats and even send himself airborne as a human cannonball. But the stage isn't all fun and games—Pretty Bomber has some pretty clever tricks up her sleeve, as well. Beware, BomberMan.

3-2 CANNONBALL

After you blast through the blocks on the left side of the room, you'll have to climb into the cannon and blast your way over to the region on the right. It's the only way to fly!

Simply clear the path to the cannon and step right up. The cannon will send you flying over the water to the trampolines that will take you the rest of the way.

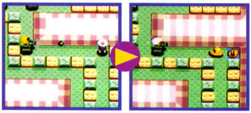




When you bomb the last orbs on the right side of the room, the floating eyes will disappear and the door will open.

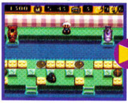
3-3 TANK TAKE-OVER

Bomb the tankmen once to blast them out of their rides, then take over the tanks and attack again. The tank will take a hit for you, too.

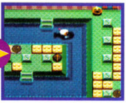


3-5 GO BOATING

You can hop onto one of the boats moored in this stage and cruise out to the center island to destroy the blocks and pesky penguin there.



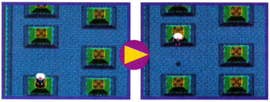
The boat on the left goes to the southwest corner.



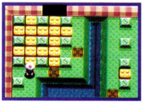
Take the gray boat to go to the east landing.

3-6 TRICKY TRAMPOLINES

There are two rows of trampolines that lead to the north. BomberMan may be adept at using explosives, but he can't swim. If you fall into the water, you'll drown.



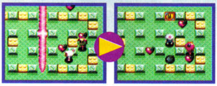
Staying dry is tricky. Jump up and down a few times on each trampoline before springing over to the next one.



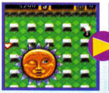
Don't bomb the tiny white figure in the block in the upper left corner—it's a 1-Up.

2-7 PRETTY BOMBER

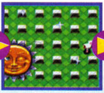
Pretty Bomber has her heart set on BomberMan—but it's about to explode, so steer clear. It's important to take the offensive and set lots of bombs when you battle the mini-Bomber. If you don't, she'll just follow you around with her heart on her sleeve, and the Heart Bombs will follow, too.



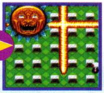
Instead of just avoiding explosions, as you may have when fighting the other mini-Bombers, be sure to set your own bombs.



The big Bomber bears little resemblance to Pretty Bomber.



Avoid the stars and hearts it throws and set lots of bombs.



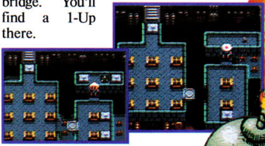
Yeow! You'll know it when you score a hit on this Bomber.

STAGE 4 THE I.Q. TEST

The Brain Bomber has some brain benders waiting for BomberMan in Stage 4. He has to carefully consider which blocks to destroy first, so he doesn't unleash enemies too early or burn bridges that he'll need later. There are also ruthless machines that run back and forth on tracks. If BomberMan gets in their way, they can push him off the platforms into the dark pits below.

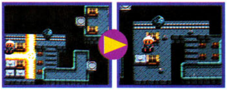
4-4 THE BRIDGE

When you reach the upper right island, set your bomb beside the block on the right so you won't destroy the bridge. You'll find a 1-Up there.

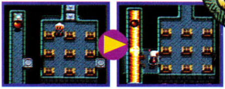


4-5 3-UP

After you clear the first two islands, the exit door will open up. Don't be hasty and leave right away. Instead, take the floating bridge over to the center island and blast the blocks to get three 1-Ups.



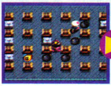
Stay off the tracks as much as possible and blast the blocks on the center island to earn three 1-Ups.



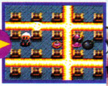
When the bomber goes to the far end, cross over, set a bomb, and step back onto the platform.

4-7 BRAIN BOMBER

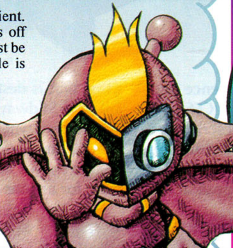
The Brain Bomber is wise and patient. He won't be easily tricked. He sets off bombs by remote control, so you must be patient, too, and wait until an aisle is clear before you step into it.

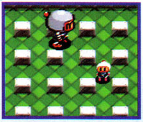


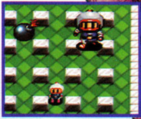
Go ahead and set your bombs, but don't expect to fool the wily Brain Bomber easily.

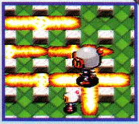


If the Brain Bomber ignites his remote-controlled bombs near yours, they'll explode.

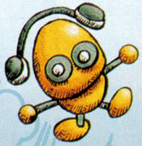






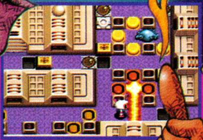


Surprise! The Brain Bomber turns into a huge BomberMan who lumbers slowly around laying down massive bombs that blow up large areas. Be quick about laying your own bombs.

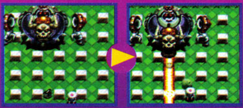


STAGE 5 PLASMA BOMBER

Rooms in the Plasma Bomber stage are dark until you find switches that turn on the lights. Watch out for land mines and portions of floor that break away when you stand on them for too long.

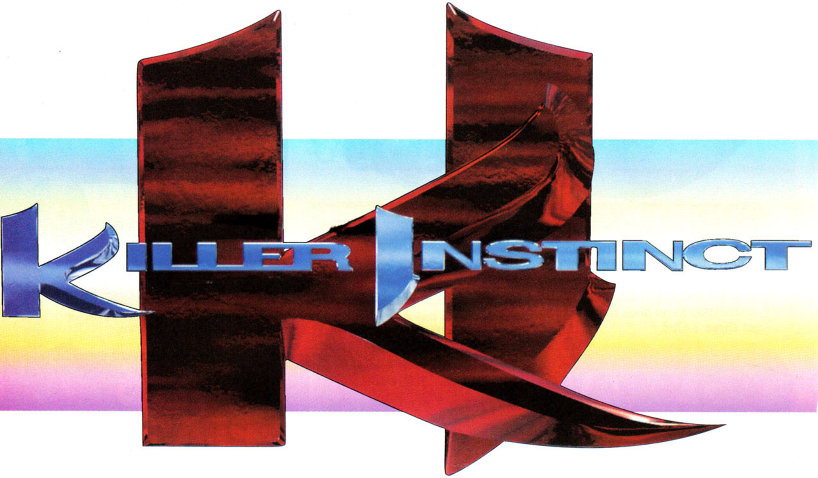


Bomb the power boxes to turn on the lights in dark rooms and blast the red switches to activate floor switches that fill in gaps.

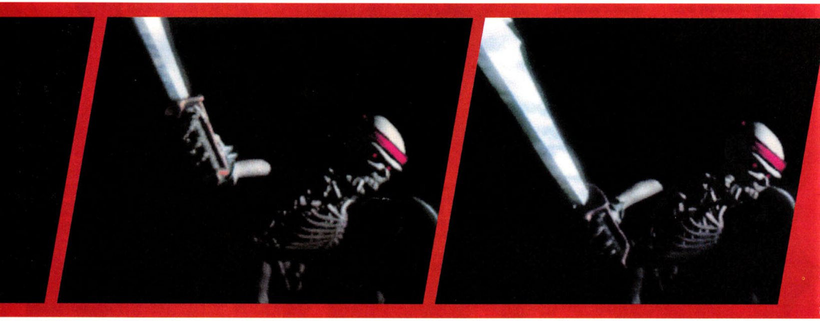


The Plasma Bomber is brutal, but he can't cover the whole floor. Stay in the bottom row to be safe.

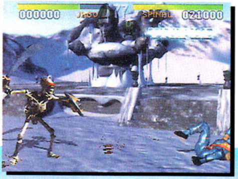
DESTINED TO THRILL

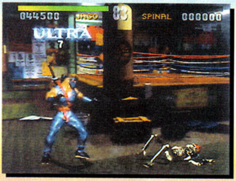


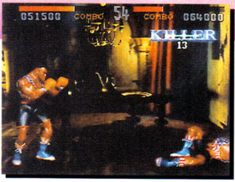
Killer Instinct wowed the select audience that saw it in an Ultra 64 sneak preview at CES, and "Unbelievable!" was how viewers described its awesome animation and flat-out stunning graphics. Now you Nintendo Power readers can take your own exclusive sneak peak at the game that is destined to rule arcades later this fall as a Midway title before it reaches homes everywhere when the Ultra 64 debuts late next year. Unbelievable, you say? Believe it! The images shown here are just a taste of what's in store for anyone with a killer instinct.



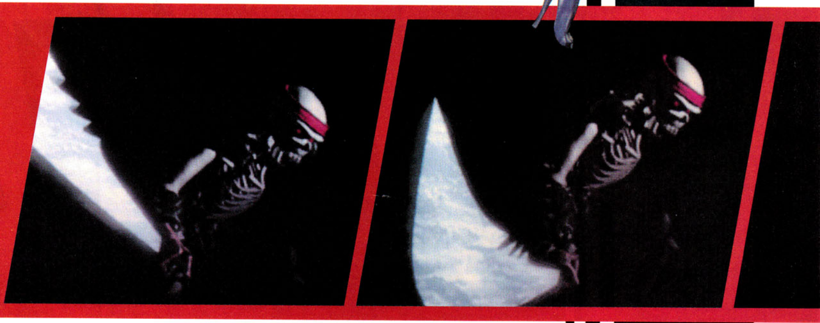
KILLER COMBOS







No matter how great the graphics or how graphic the sounds, a fighting game is only as good as the action it delivers, and Killer Instinct delivers a new standard that's way beyond anything you've seen before. It's not just a showcase for the incredible talents of the Ultra 64, either—it's a game for the fighting-game purist. All 11 characters have well over 50 ways to land combinations, and while Super Street Fighter II boasted seven-hit combination punches, Killer Instinct characters land killer combos that deliver from 3 to 13 hits... and possibly beyond. And you don't have to jump in to start a combination, as you do in other fighters—all characters have several ways to begin their combos, which they execute seamlessly. Killer Instinct uses many more frames of animation for each move than previous games could, allowing for much smoother moves. Street Fighter II's Dragon Punch, for example, used six frames of animation; a similar move in Killer Instinct uses 14 frames. The sequences we've shown here are not complete combinations—they're only selected frames of longer combo moves. All told, it's a game that plays as good as it looks—and it looks unbelievably good!

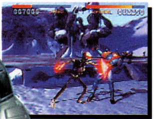


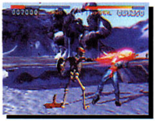
KILLER COMBAT

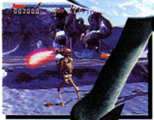
Developers are keeping many details under wraps (Don't even ask what the controller will look like or what its button configuration will be...) but we can tell you about the characters.

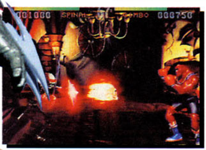
SPINAL

In one of his special moves, Spinal becomes a black and white version of his opponent—and gains the use of his or her special move.





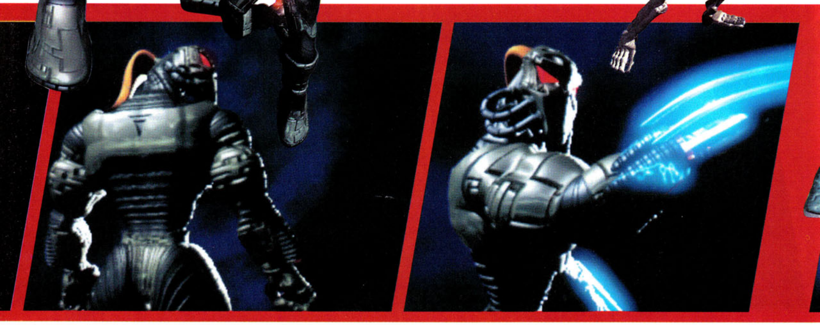




Using another of his patented moves, Spinal throws a flaming skull across the screen. Spineless opponents, take cover.

FULGORE

No one knows what the face behind the helmet looks like, but Fulgore is a futuristic knight in shining armor who is anything but chivalrous. That armor is totally utilitarian-in one special move it deflects projectiles.

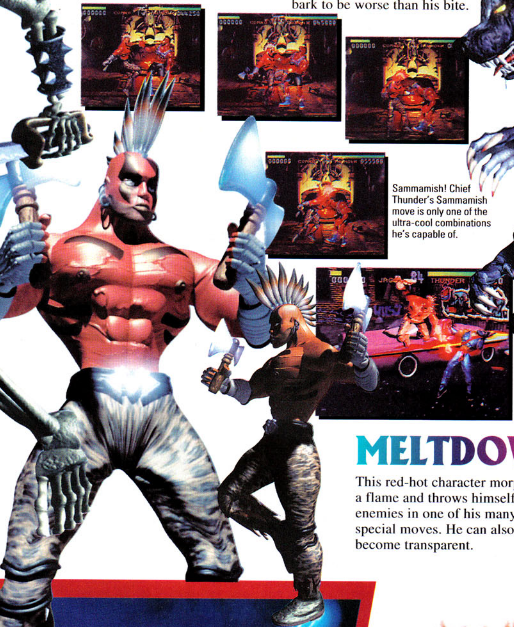


THUNDER

One of Chief Thunder's awesome trademarked moves is an attack with his flaming feathered headdress. The move, The Sammamish, is named after a Pacific Northwest Indian tribe (and its namesake lake near NOA Headquarters).

WEREWOLF

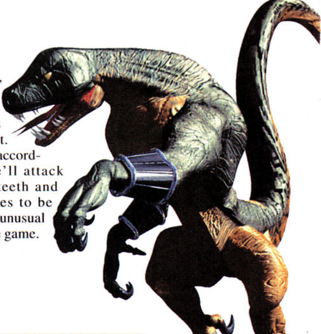
With the personality of a pit bull and superhuman strength, the werewolf character is a ruthless beast. He uses his razor-sharp claws to attack, but they're not his only weapon. Just don't expect his bark to be worse than his bite.



Sammamish! Chief Thunder's Sammamish move is only one of the ultra-cool combinations he's capable of.

MELTDOWN

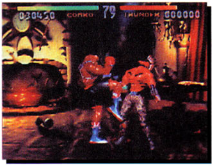
This red-hot character morphs into a flame and throws himself at his enemies in one of his many special moves. He can also become transparent.



RIPTOR

Like his reptilian ancestors, Riptor is a cold-blooded killer. This is a very early version of the character and we expect his appearance to change somewhat. His moves aren't finished, but according to plans, he'll attack with his nails, teeth and tail. He promises to be one of the most unusual characters in the game.

TJ COMBO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COMBO
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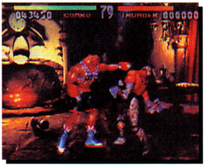
TJ Combo is your average Joe with not-so-average muscles. He's out to build a reputation for himself, and he has the special moves to do it. One of them is the Roller Coaster, which begins with him doing a forward roll across the screen and culminates several hits later with a thrusting punch to the gut.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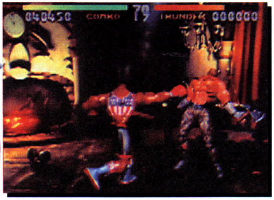
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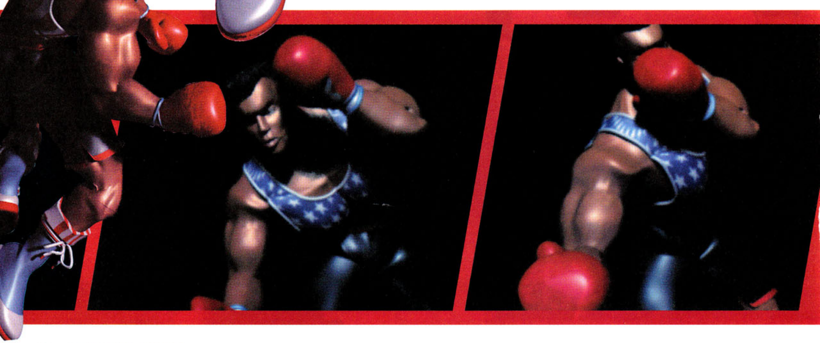
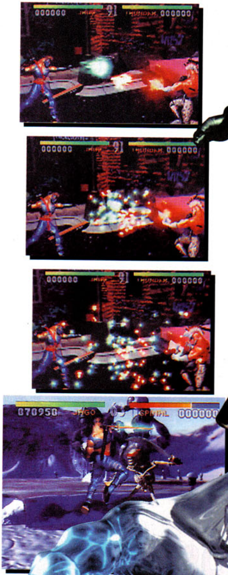


B. ORCHID

With a few notable exceptions, women characters haven't had a fair shake in video games, but B. Orchid is here to change all that. A shrinking violet she's not—she's definitely legit. Although they're not shown in this early rendition of Orchid, she'll have a glowing sword in each hand. She'll be able to use them for some of her powerful special combination attacks.

JAGO

A master of the martial arts, Jago has six special moves that he can finish in a variety of ways. Some of his moves include the Laser Sword, the Laser Punch, the Wave Kick, which is a jumping roundhouse kick, and the Endokuken (aka Smoking Poison Shoryuken).



GLACIUS

The ice man cometh—and he's as chill as they come. Using the same morphing technique that grabbed attention in T2, Glacius melts away into a puddle of liquid metal. It's an amazing effect—and it's only one of the many special moves that will send chills down the spines of his opponents.

THEY'RE BACK!

Pocky and Rocky 2 is Natsume's follow-up to its original action adventure game for the Super NES. In the first game players had to free Rocky's fellow Nopino Goblins from a force that had taken over their minds! In the sequel, the two must rescue Princess Luna from a forced marriage to an evil tyrant. Players will surely have their hands full with this shoot-'em-up fare.

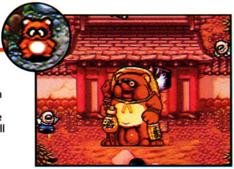
© 1994 Natsume

Pocky & Rocky 2™

ROCKY'S NEW FRIENDS

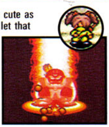
In Pocky and Rocky's first adventure together, Rocky was your only choice to take along for the ride. In Pocky and Rocky 2, though, you can choose from one of three different partners right from the start! The later stages are sure to contain more suitable sidekicks, but it's up to you to find those friends!

ROCKY



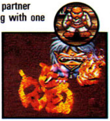
Rocky is a former Nopino Goblin who has reformed and is now Pocky's best friend. Rocky's Magic Leaves come in handy when you're taking on many enemies at once. When Pocky throws Rocky at an enemy, he turns into a gigantic raccoon statue and will temporarily block the enemy's shots.

LITTLE NINJA



Little Ninja is almost as cute as Pocky herself, but don't let that exterior fool you—Little Ninja is an expert at martial arts! Throwing Knives is her specialty. It's a useful skill to have when you're fighting many enemies.

BOMBER BOB



Bomber Bob is a useful partner when it comes to dealing with one or two large enemies, but his bomb-throwing isn't very accurate. This makes him less effective on multiple enemies. He can blast away the large boulders that hide Chests.

A POWERED-UP POCKY!

Usually, a sequel to an entertaining game means there is twice the fun, twice the action and twice the challenge, and Pocky and Rocky 2 is no exception! The Bosses that Pocky must fight with on her way to rescue Princess Luna are especially tough, and she will have to rely on her partners more than ever. In Pocky and Rocky 2, Pocky can "throw" her partner at an enemy, and it will turn temporarily into its magical alter ego which will crush, blast or zap the enemy in that partner's own, unique way. Also, Pocky can protect her partners in a unique way—she can join them and become one! Check it all out . . .

SCORE0008055 TIME298

Pocky and Rocky 2 can be played by one or two players.

Use the control pad only and

SUPER NINTENDO
SELECT START

Learn about control and strategy in the training session of Stage One.

TENGY

Tengy can be found in Stage Two. Like Rocky, Tengy throws Leaves, but they will continue to do damage after bouncing off walls and other objects.

DIGGER

Digger the Mole can be found in Winter Wonderland. His main skill is digging holes, which comes in handy when you're looking for buried Items.

SCARECROW

Pocky's skinny friend, Scarecrow, can be found in the October Fields of Stage Three. When Scarecrow lets his Sickles loose, it's trouble for his enemies.

OTTOBOT

Ottobot is the last partner you will find. Perhaps this means that you will need him and his powerful Missiles near the end of the game . . .

2-PLAYER HINTS

In the beginning of each stage, Pocky can choose either Rocky, Little Ninja or Bomber Bob to be her partner. In later stages, you can choose the other partners by picking up their Icons. Even though Pocky is fortunate to have help, the partners are at disadvantages because they rely on Pocky to protect them.

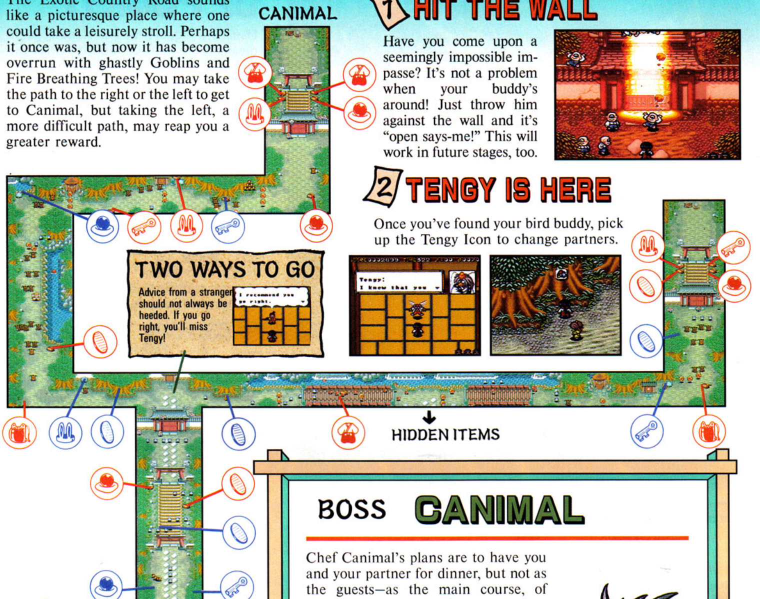
SELECT OPTION
1 PLAYER
2 PLAYERS

Who will be the lucky one chosen as Pocky's partner? Everyone has a chance!

Pocky must protect her partner while he or she attacks. Teamwork is the key!

STAGE TWO EXOTIC COUNTRY ROAD

The Exotic Country Road sounds like a picturesque place where one could take a leisurely stroll. Perhaps it once was, but now it has become overrun with ghastly Goblins and Fire Breathing Trees! You may take the path to the right or the left to get to Canimal, but taking the left, a more difficult path, may reap you a greater reward.



1 HIT THE WALL

Have you come upon a seemingly impossible impasse? It's not a problem when your buddy's around! Just throw him against the wall and it's "open says-me!" This will work in future stages, too.

2 TENGY IS HERE

Once you've found your bird buddy, pick up the Tengy Icon to change partners.

Tengy:
I knew that you

TWO WAYS TO GO

Advice from a stranger should not always be heeded. If you go right, you'll miss Tengy!

I recommend you go right.

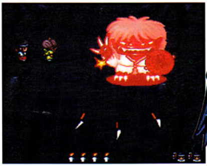
○ ·· ITEM BOX

○ ·· HIDDEN ITEM

·· KEY	·· POWER
·· KOBAN (MONKEY)	·· CHARM 1
·· RABBIT EARS	·· CHARM 2

BOSS CANIMAL

Chef Canimal's plans are to have you and your partner for dinner, but not as the guests—as the main course, of course! Canimal will jump up and down and throw a torturous tantrum, along with thousands of knives. When she jumps, watch for the shadow, as that shows her landing spot.



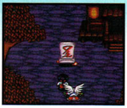
Stand on either side of Canimal when attacking. She cannot throw her knives to the side.

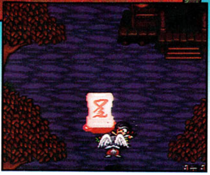
STAGE THREE OCTOBER FIELDS

The October Fields of Stage Three are not nearly as friendly as the Exotic Country Road was in Stage Two. Check each of the huts for valuable information, but don't dilly-dally too long—there are hordes of blood-thirsty creatures lurking in the tall grasses ready to prevent Princess Luna's rescue!

1 WALTZING WALLS

Wall Monsters want to make sandwiches out of Pocky and Rocky! Let them come forward, then step aside and they'll fall!





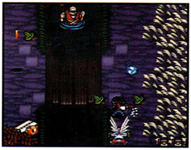
JAPANESE GOBLIN PART 1

KONAKI JIJI

According to an old Japanese tale, this goblin looks like a crying baby. Although people were known to pick them up, you should stay away.

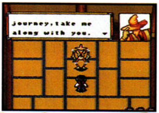
2 KEEP YOUR FRIEND SAFE

The farthest reaches of the October Fields area is full of nasty creatures. They hide in the grass and water, making it very difficult to pass. Guard your partner and fight the enemies together.

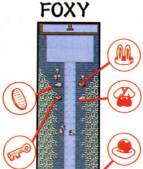


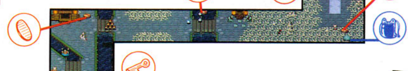
3 HOWDY, SCARECROW!

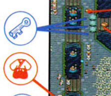
It's best to check buildings for clues and items, and occasionally you'll have the opportunity to pick up a partner. October Fields is the home of Scarecrow. He fancies himself a handsome guy, but his real asset is his prowess using the Sickle.

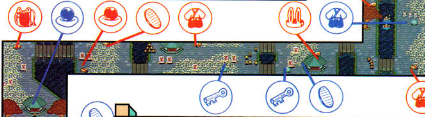


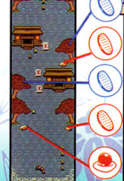
journey, take me along with you.





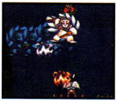




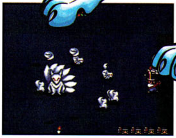


BOSS FOXY

Foxy seems sly at first, but if Pocky puts her sharp mind and quick reflexes to the test, she and her partner can beat Foxy at his own game! First, throw your partner repeatedly while avoiding the Flaming Balls he shoots.



Foxy sends Flaming Balls flying in the beginning.



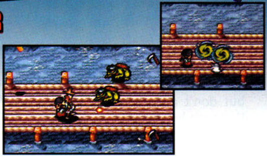
You'll have to contend with Foxy's little friends, too.

STAGE FOUR BRIDGE OVER KAPPA RIVER

In ancient Japanese mythology, Kappa was known as the God of the River, thus the name of Stage Four, Bridge Over Kappa River. This stage takes you over a series of platforms and finally into the river itself. Beware of the suspicious holes in the docks. If you get too close, you'll discover that the holes are home to some nasty creatures.

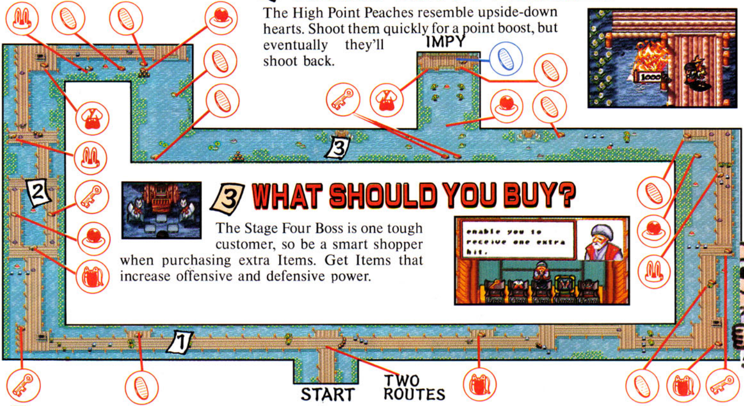
1 KAPPA CUTTER

These hopping frog-like creatures are actually Kappa Cutters, as you'll soon discover if you don't take care of them right away! Give them half a chance and they'll turn into speeding saw blades.



2 HIGH POINT PEACHES

The High Point Peaches resemble upside-down hearts. Shoot them quickly for a point boost, but eventually they'll shoot back.



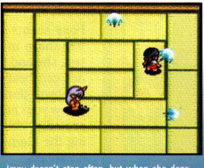
3 WHAT SHOULD YOU BUY?

The Stage Four Boss is one tough customer, so be a smart shopper when purchasing extra Items. Get Items that increase offensive and defensive power.

enable you to receive one extra hit.

BOSS IMPY

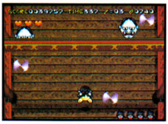
Unfortunately for you, Impy isn't wimpy. Not only is she a strong fighter, she is incredibly quick. It will be difficult to get good shots in when she's running and jumping around. When Impy stops briefly, throw your partner and attack. Tengy seems to be the best choice.



Impy doesn't stop often, but when she does, it's your chance to get in some good shots.

STAGE FIVE DEMON'S CORRIDOR

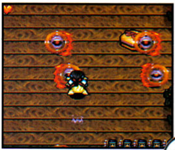
Stage Five, Demon's Corridor, is similar to a "shoot-'em-up" space game! Hop on your buddy's back and hang on as he whisks you up through the enemy-filled corridor. There's no turning back! Keep shooting and watch those Hearts—you only get three!



1 FLYING ENEMIES

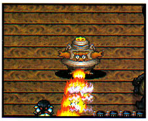
The Magic Wand is of no use in Demon's Corridor, so you'll need to rely on your Magic Cards, as well as your ability to dodge whole hordes of enemies who are coming up fast.

2 KARIN-GARUMA

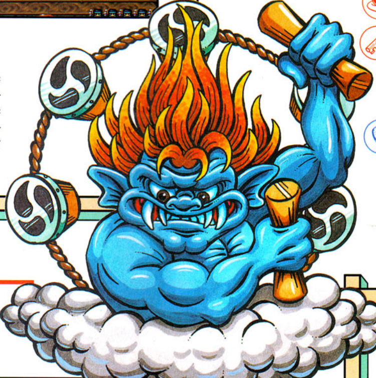


These purple Fire Wheels are giving Pocky the evil eye, and there's not a whole lot she can do about it! Try to maneuver your way around the Wheels without touching them. They usually travel in lines across the screen.

3 GIZMO

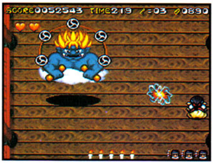


Move around the Tea Pot in a clockwise circle while shooting continuously. Don't stay in front too long.

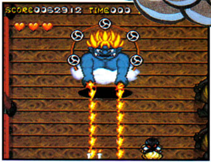


BOSS VOLTA

The Stage Five Boss, Volta, is the God of Thunder, and Thunder and Lightning are his main weapons. Pocky should just shoot, shoot, shoot!



Although you can't touch Volta's Thunderbolts, you can shoot Cards to make them stop.



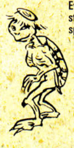
If you watch Volta's moves carefully, the Electric Beam shouldn't come as a surprise.

STAGE SIX WINT

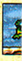
It's better to run, rather than wa
song suggests, through the Wi
derland of Stage Six. There are
Bunnies lurking beneath the
the snow, as well as Fire-shoot
waiting on every cliff. Check
numerous Chests for helpful g

JAPANESE GOBLIN PART 2

KAPPA



Even today, some Japanese people still believe that Kappa takes the spirit of the dead.



BOSS

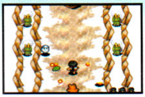
The Demon G
in the middle

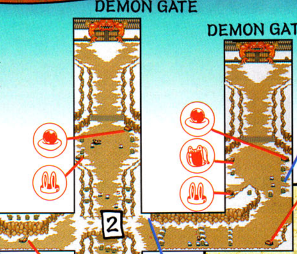
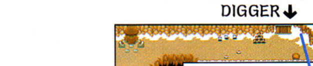
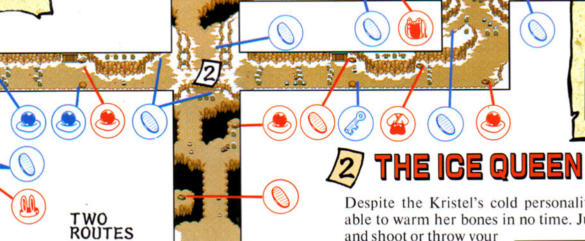
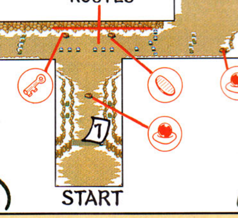
ER WONDERLAND

lk, as the
ter Won-
emon Ice
urface of
ng ladies
out the
odies.

1 AMBUSH AHEAD

There seems to be an ambush around every corner. Often, Pocky can dodge the Fireballs, but if the fighting gets too hairy, use the Magic Wand and let your partner take care of the problem.



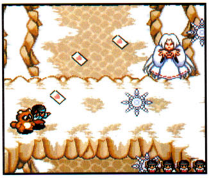





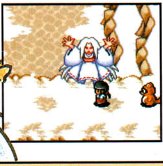
JAPANESE GOBLIN PART 3
YUKI ONNA
(SNOW LADY)

Legend has it that the Snow Lady froze people with her ice cold breath!

2 THE ICE QUEEN

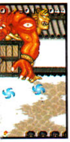
Despite the Kristel's cold personality, Pocky should be able to warm her bones in no time. Just dodge the Flakes and shoot or throw your partner. Rocky works well.



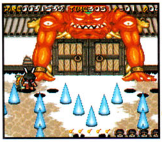


DEMON GATE

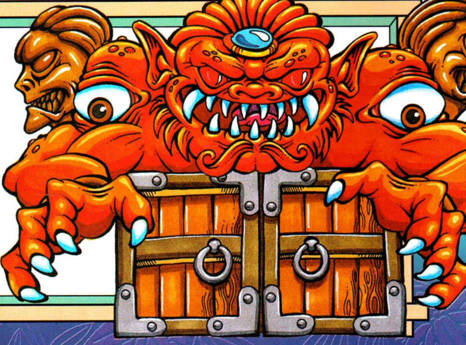
ate looks frightening, but he doesn't move fast! Stand
and shoot, and dodge the Rock Balls he spits up.



First, destroy the two faces on each of the Demon's shoulders.

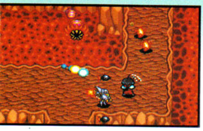


Watch for Ice Spikes—they spring up from the ground quickly!



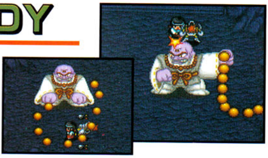
STAGE SEVEN DEMON ISLAND

Although Demon Island is hot and full of Lava Monsters and Fire Balls, this is where you find a new partner—Ottobot!



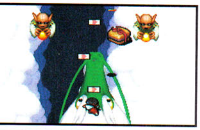
BOSS BEADY

Beady cracks a big Bead Whip, and he's hoping to round up Pocky! Your best bet is to avoid the Whip and attack Beady from behind.



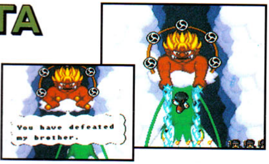
STAGE EIGHT DRAGON IN THE SKY

Gordon the friendly Dragon will ive Pocky a lift to Demon's Castle. Use strategy similar to what you used in Demon's Corridor.



BOSS BOLTA

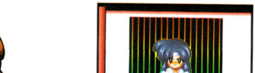
Bolta is the vengeful brother of Volta, the boss you defeated in Stage Five. Pocky has to go it alone, so keep moving and shooting!



You have defeated my brother.

STAGE NINE DEMON'S CASTLE

You've finally arrived at The Demon Castle of Stage Nine, and Pocky and Rocky's journey may be nearing its end. If successful, it means the rescue of Princess Luna from the clutches of her horrible captor. Be brave and strong, Pocky—you're almost there!



"It is time for the final battle. Do your best

Demon's Castle is no cake walk. The enemies come out of the woodwork!

DONKEY KONG®
COUNTRY
Coming Only To Your Super NES From Nintendo

NINTENDO POWER

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THE SPORTS SCENE

FOCUS ON FOOTBALL

Lou Z. Ball

The leaves are beginning to fall, pumpkins are getting ripe and turkeys are growing nervous--all sure signs that football is about to take over the minds of many otherwise normal Americans. Here at The Sports Scene desk, the grid iron season started several months ago when a new Super NES football game arrived. Troy Aikman NFL Football from Williams Entertainment (formerly Tradewest) introduces players to every aspect of football including managing a pro team. Of course, the boys of summer are getting closer to the end of their season, and Tecmo Super Baseball lets you join in the playoff action with all the MLBPA stars and a unique field perspective. This month, we also preview some hot sports titles due later this fall.

TECMO ON BASE PG.38

Tecmo went to the big leagues and brought back a winner with Tecmo Super Baseball.

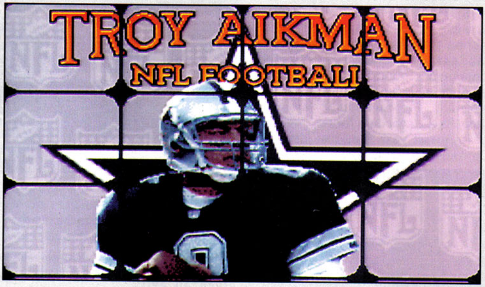
FALL PREVIEW PG. 41

The news in sports this year is big news from Electronic Arts, BPS, Sony and many others.

DOWN THE ROAD PG. 41

Some awesome racing games along with a first look at EA's incredible NBA Live '95.

TROY AIKMAN TACKLES THE OPPOSITION



By Williams Entertainment

Corsicana, TX--**Williams Entertainment** has gone on the offensive with *Troy Aikman NFL Football* for the Super NES. Okay, so the Super NES football ranks aren't exactly empty. But Troy Aikman brings dimensions that you haven't seen or played before, and that makes it worth a long look. Fortunately, Troy Aikman also delivers a fun, realistic football experience for one or two players, so all your tinkering can really pay off.

> **"Troy Aikman brings dimensions that you haven't seen or played before..."**

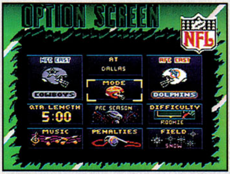
The highlights of the game have to be the customized features including custom plays, custom payrolls and customized schedules. Here are the basics: all 28 NFL teams with Troy Aikman's assessment of each squad's strengths and weaknesses, preseason games, manual or coaching options, field conditions, time and weather selection, battery-backed memory for saving seasons. The stats are impressive. You get a full recap after each scoring drive and at the half, but you can also check the scores or run the instant replay at any time.

As for the play, it's fast and easy to master. Receivers and running backs are identified with a controller letter for instant identification. Fans of the John Madden Football games will pick it up instantly. Plays unfold pretty much as they are diagrammed, so be sure to study the play before calling it.

If there's a weakness to Troy Aikman's NFL, it's that the players just don't look very sharp and the animation is limited. When you're challenging good teams on the computer, you may find that it is difficult to stop the opposition. Good play-calling is essential, because the computer seldom makes mistakes. On the other hand, poor teams will mess up even the simplest plays. That's reality for you.

TROY'S TROJAN HORSES

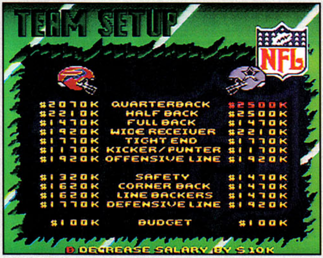
Corsicana, TX--Troy Aikman NFL Football has many secrets hidden in its circuits. If you ever wanted to make all the decisions that shape a professional football team and take it to the Super Bowl, this is your chance. The payroll option lets you adjust salaries to optimize your spending. In other words, you can buy a winner. The custom play design feature is just as useful. Since you can access this option any time during the game, you can adjust to take advantage of a weakness in the opponent's defense. If that's not enough, you can also customize the schedule. Preprogrammed into the game is the schedule for the '93-'94 season--last year. You can also set up your own dream schedule, including deciding home and away games.



AT DALLAS
QTR. LENGTH 5:00
DIFFICULTY ROOKIE
FIELD SNOW

One of the coolest features added to Troy Aikman NFL is the ability to mold your team by increasing how much money you spend on different positions. For instance, you can choose to feed great bales of cash to a cash elephant or you can spread the wealth around. In the game program, the more bucks you spend increases the effectiveness of the players at a position. You can also earn more money by winning games during the season. The result of all this customized spending is that players are given an extra strategic tool in fielding a champion. You'll have to weigh whether it is smarter to spend big on a quarterback, or save some money to help build up the offensive line to protect the guy you've got. Maybe you'll choose to cut back on the inflated salaries of a kicker, or skimp on the receiving corps. It all depends on the strengths of the team you choose, the types of offenses and defenses you will use and whether or not you win. Although this is a fairly rudimentary managing feature, it gives players the ability to shape their teams in a meaningful way. A basic strategy is to spend more on skill positions that must operate without your constant control. The defensive backfield needs to be good to keep opponents from scoring deep. Spending big on receivers can payoff with more completions. Of course, your QB must have quality tools, even if you are in control, and he needs an offensive line to protect him.

COWBOYS
10
20

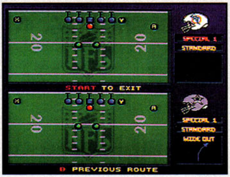


$2070K	QUARTERBACK	$2500K
$2210K	HALF BACK	$2500K
$1470K	FULL BACK	$1470K
$1920K	WIDE RECEIVER	$2210K
$1770K	TIGHT END	$1770K
$1170K	KICKER/PUNTER	$1170K
$1920K	OFFENSIVE LINE	$1920K
$1320K	SAFETY	$1470K
$1620K	CORNER BACK	$1470K
$1620K	LINE BACKERS	$1470K
$1770K	DEFENSIVE LINE	$1920K
$100K	BUDGET	$100K

B DECREASE SALARY BY $10K

> **"...the more bucks you spend increases the effectiveness of the players..."**

The custom play option lets you set up three special plays for your team. You can set these plays before the game starts, but you can also create them at any time when you enter the pause/option screen. When creating a play, you'll set the offensive line's blocking assignments first from three choices: Standard (straight forward blocking,) Shotgun (dropping back) and Run Strong (slanting to the strong side.) Next you set the position and route of backs and receivers. You'll be able to create pass plays, running plays, sweeps, play-action and options.



SPECIAL 1
STANDARD
START TO EXIT
SPECIAL 1
STANDARD
WIDE OUT
B PREVIOUS ROUTE

TROY AIKMAN ON TROY AIKMAN NFL FOOTBALL

Corsicana, TX--Troy Aikman, starting quarterback of the two-in-a-row Super Bowl champion Dallas Cowboys, huddled with the designers of Troy Aikman NFL Football during the early stages of development to come up with a great game plan. According to the designers at Leland, Troy's insights about professional football proved to be an invaluable help. It seems to have paid off. In many ways, TANFLF is the most varied and interesting football sim on the market. Sports Scene decided to go straight to the well, hoping to get some insights into the game. Fortunately, Troy was able to take time off from his crazed schedule to answer our questions and even diagram a special play for Sports Scene (see inset box.)

> **"...keep your wide receivers upgraded so you can make the big pass plays..."**

Q: SS--When you worked with Leland in developing the game, what were the most important considerations to you?

A: Troy--That we put together a game that we could be proud of and that our buyers would enjoy.

Q: SS--What aspects of TANFLF most closely match the experience or skills required to be a real pro QB?

A: Troy--Game planning is important, having a clear understanding as to how you want to attack your opponent--using you own team's strengths against your opponent's weaknesses. You also use the same strategies in the video game as you do in a real pro game.

Q: SS--For which positions do you recommend spending the big bucks in TANFLF?

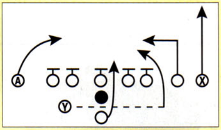
A: Troy--The best positions to spend money on would be your wide receivers. You want to keep your wide receivers upgraded so you can make the big pass plays when you need them. Of course, I think the quarterback should be paid well, also.

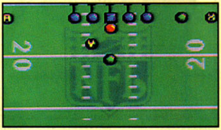
Q: SS--In obvious passing situations, what is your preferred formation?

A: Troy--Although we do not use the shotgun formation in Dallas, for this game my preferred formation would be the shotgun. It gives you more time to find eligible receivers.

TROY'S PLAY

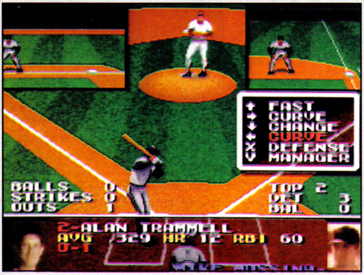
Dallas, TX--Troy Aikman's knowledge of pro offenses is one of the best in the NFL. Just ask the Buffalo Bills' defense. So who better to pass on (pardon the pun) some playmaking tips. Sports Scene asked Troy to diagram a winning play that players could put into Troy Aikman NFL Football with the custom play option. The resulting play-action pass could be just the winning edge you need.





Start creating this play by using the standard blocking scheme for the line. Next, position your tailback behind the QB and direct him straight up the middle. Your tight end runs a straight route then cuts across the middle to draw defenders away from wide receiver X, who goes deep. The Y back is the option player. You can dump him the ball early in the play or let him slip behind the coverage. Your A receiver goes down and in. Setting up the play is a simple matter of choosing the options in the route box on the play creation screen and positioning the players as shown here. The play, when called, unfolds just as it is drawn.

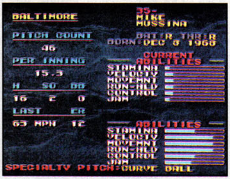
TECMO'S BALLPARK


FAST
CURVE
CHANGE
CURVE
DEFENSE
MANAGER
BALLS 0
STRIKES 0
OUTS 1
TOP 2
DET 3
BAL 0
2-ALAN TRAMMELL
AVG .329 HR 12 RBI 60
0-1

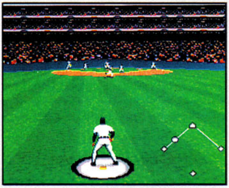
By Tecmo

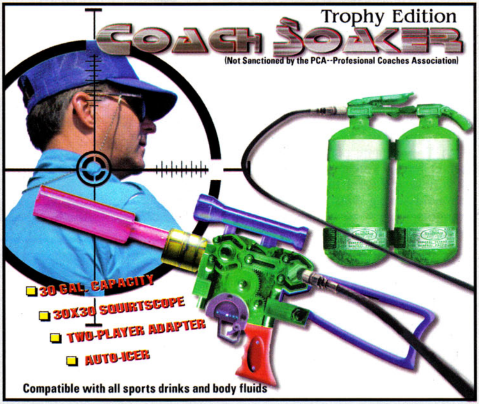
Torrance, CA--*Tecmo Super Baseball* combines the Major League Baseball Player's Association license, which includes all the major league players, with a radical fielding perspective that puts you in the action like never before. Actually, that's not true. Roger Clemens MVP Baseball from Acclaim also used the fielding switcheroo view, but Tecmo has made the transition from the behind-the-plate view to the outfield view much smoother. That isn't all this game has to offer, though. Like all preceding Tecmo sports titles, you have so many options and ways to play the game that you may never get around to playing every variation.

One of the best features of the game is its season option. You can play a season for one team or any number of teams in either the manual or coaching mode. This is great for fantasy baseball players who like to go beyond the box scores. Even better is the Super Stars game in which you get to pick your favorite American League or National League stars and put them on the field. Imagine a starting lineup with Frank Thomas, Roberto Alomar, Ken Griffey Jr. and Joe Carter facing Greg Maddux. Super Stars can be played Man Vs. Man, Man Vs. Com, Man Vs. Coach or even Coach Vs. Coach. The same options are available in the Preseason game mode. With a battery backed memory to hold all the scores and stats generated during a season, the amount of information is astounding.

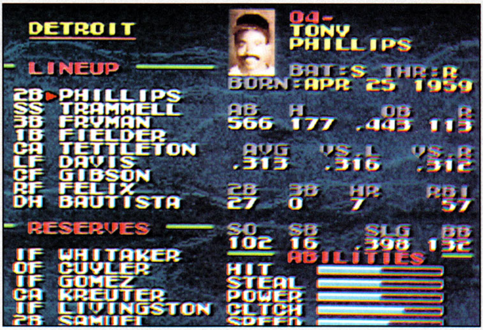

BALTIMORE
35-MIKE MUSSINA
PITCH COUNT
46
BAT:R THR:R
BORN:DEC 8 1968
PER INNING
15.3
CURRENT ABILITIES
STAMINA
VELOCTY
MOVEMNT
RUN-HLD
CONTROL
JAM
H SO BB
16 2 0
LAST ER
63 MPH 12
ABILITIES
STAMINA
VELOCTY
MOVEMNT
RUN-HLD
CONTROL
JAM
SPECIALTY PITCH:CURVE BALL

Game play in Tecmo Super Baseball also has a ton of options to help customize both the look and feel of the game. In most baseball games, you have a single view from behind the plate for pitching, hitting and fielding. In TSB, you can choose a view from behind the plate or behind the pitcher's mound. Once the ball has been hit, the view shifts to the outfielder who is closest to the ball, at least in theory. You can set the depth of your infield and outfield and shift infield and outfield players between four positions depending on your strategy and the current batter. This realism adds a lot to the strategic play.

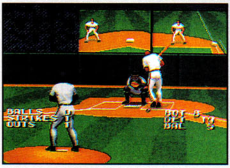



Trophy Edition
COACH SOAKER
(Not Sanctioned by the PCA--Profesional Coaches Association)
30 GAL. CAPACITY
30X30 SQUIRTSCOPE
TWO-PLAYER ADAPTER
AUTO-ICER
Compatible with all sports drinks and body fluids

THE BOX SCORE FOR TECMO


DETROIT
04-
TONY
PHILLIPS
LINEUP
BAT:S THR:R
BORN:APR 25 1959
2B ▸PHILLIPS
SS TRAMMELL
3B FRYMAN
1B FIELDER
CA TETTLETON
LF DAVIS
CF GIBSON
RF FELIX
DH BAUTISTA
AB H OB R
566 177 .443 113
AVG VS.L VS.R
.313 .316 .312
2B 3B HR RBI
27 0 7 57
RESERVES
SO SB SLG BB
102 16 .398 132
IF WHITAKER
OF CUYLER
IF GOMEZ
CA KREUTER
IF LIVINGSTON
2B SAMUEL
ABILITIES
HIT
STEAL
POWER
CLTCH
SPEED

Redmond, WA--Sports Scene was fortunate enough to receive early copies of Tecmo Super Baseball and watch it develop into one of the best baseball games on the market. Your Sports Scene writers wanted to pass on observations about what makes it cool, along with some strategies that will help in your quest to win the Series. First, you should know that TSB contains digitized photos of players in the 1994 squads. This is cool. The photos actually look like the guys and you have a real sense of playing with the best in baseball. Although late trades mean that there are a few errors in team rosters, it's not a major problem. Of course, a couple of years down the line this game will seem pretty out-dated.



If there's one thing that may throw you for a loop it's the defensive play. In most video baseball games defense is difficult. Even in the most playable, arcade style games like Ken Griffey Jr. Presents Major League Baseball, defense is the hardest skill to learn. Tecmo Super Baseball, with its reverse view and reversed control of basemen will take a bit longer to master than traditional baseball games. Unfortunately, there are a few elements of play that are beyond your control. The Artificial Intelligence works fine in the infield, shifting you as it should to the player closest to the ball. In the outfield, the AI can cause problems by giving you control of the wrong player. The outfield is divided into zones of coverage, but if a ball is near a border of these zones you may be chasing the ball without any hope of reaching it. There's also a problem with fielding deep flies, especially if the outfielders are playing in the shallow or normal positions. If the ball sails over your head, it takes precious time to reorient yourself and hunt it down. Unrealistic extra bases may result.

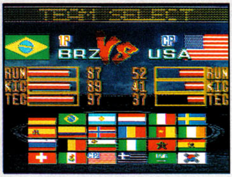
On the plus side, some of the failings of TSB mentioned above can be minimized by clever use of the fielding position option. Playing your outfielders deep results in fewer balls getting past them and won't mean excessive extra hits since you can still run in to pick off most midfield flies. Another thing to watch is your pitcher's performance. Unlike Griffey Presents MLB, you won't have an indication of pitcher fatigue until the opposition starts taking you to the wall and over it. Bring in the reserve staff quickly, before the hits start mounting. Overall, your knowledge of baseball and the pro players will be your best asset in winning with TSB.

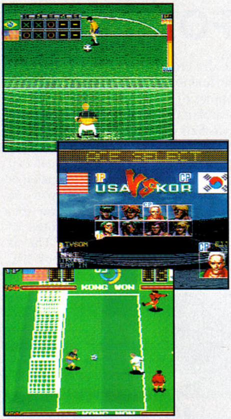
> **"Bring in the reserve staff quickly, before the hits start mounting."**

SUPER SOCCER CAMP

By Taito

Wheeling, IL--Taito's *Super Soccer Champ 2* does the world game with its tongue just slightly in its cheek. For eighty-nine minutes this game will seem like a straight forward soccer simulation, then all of a sudden a bolt of lightning flashes down from Hermes (the Greek god of soccer) and super charges a forward who then drills in a spectacular flaming shot from half a field away. The Super Shot is particularly cool and gives players a last resort when they are behind or tied, but the rest of the game is down-to-earth soccer. Options include one, two, three and four player modes, World League and Taito Cup, formations, line-ups, shootout, and passwords for saving league and cup standings. You also have the option to turn off the super shots and play the game as a regular soccer match. Play control is smooth although the automatic switching of defensive players is a bit slow. Passing the ball is a snap and shooting is a matter of position and timing--fairly realistic. One warning, the sound is a sort of high-pitched dentist drill background noise--very appealing. With 15 other soccer games to choose from, Super Soccer Champ 2 offers some unique flash in an arcade style and decent play and Artificial Intelligence. It's not FIFA International Soccer for realism, but it's still a kick if you turn off the sound.



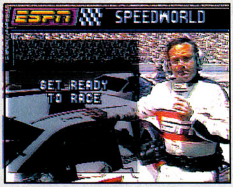


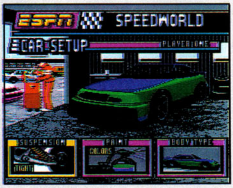
IT'S A WORLD OF SPEED

By Sony Imagesoft

Santa Monica, CA--Dr. Jerry Punch live in the pits introduces this stock car racing game from Sony Imagesoft. *ESPN Speedworld* brings home the strategies of the NASCAR circuit with 15 tracks, burning rubber, revving engines and enough fumes to choke a giraffe. The ESPN license doesn't bring with it any of the circuit's drivers, but the tracks closely match the hottest pavement in the country from Oregon to Florida. There's enough variety in the tracks to give drivers a run for their money, but the real secret to success is learning to keep a low profile in the slipstream of the leader. A graphic element on-screen displays the slipstream of the car ahead. The idea is to tuck in behind get pulled along, then slingshot out and into the lead when the moment is right. Deciding when that moment is right will be the true test of your skill. Speedworld features one or two driver action, seasons, adjustable laps and damage. With the stamina of an ox or a comfy chair you can race for up to 50 laps. Some of the realistic features include yellow flags following a crash, banked turns, pit stops and customized cars. Although the animation tends to be jerky, steering isn't difficult. In fact, once you learn the secret of the slipstream, the challenge is not excessive.

> **"A graphic element on-screen displays the slip-stream of the car ahead. "**



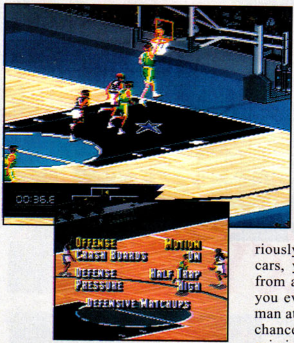


FALL SPORTS PREVIEW

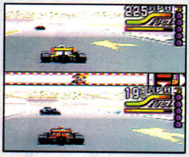
Redmond, WA--Super NES sports fans, get set for a fall to remember. Coming up in the next three months are some of the hottest sports titles ever. Many of the biggest names in sports like Electronic Arts and Sony will have multiple new offerings and the games will range from Indy car racing to bicycling.

This month we'll take a quick look at these future games. Then, turn to Sports Scene in November for the full story.

EA has gone back to the well on its new basketball game for the Super NES. Sports Scene got the first look at this awesome hoop pak back in June, and even as an unfinished game it dazzled us with animation and intelligence. Talk about incredible, the guys at EA have all but shrunk the NBA and crammed it kicking, dunking and screaming into your Super NES. What's so great about NBA Live '95? Everything. Listen, the animated players know who to look to for a pass. They actually turn and look when they come open, waiting for you to pass them the ball! It's scary the way they come alive! They break, block and pick like real players. They pass behind their backs. They brawl. That's right, computer controlled players will even shove back after a flagrant foul. This is one game that knows what it's doing. Okay, enough about the AI and animation. The corner view conveys a 3-D feel that mimics TV views. It really looks live, as the name implies. What else is there? The NBA license, all the players, the play calling, custom teams. What more do you need?



How about a ride on the wilder side with Michael Andretti Indy Car Challenge from Bullet-Proof Software. Sports Scene went for a joy ride in this two-player simultaneous, Mode 7, cylinder melting, Indy car masterpiece. Michael Andretti helped out with driving tips and his personal experience on the 16 Indy car tracks included in the game. What stands out in MA Indy Challenge is the play control and the replay feature. The play control is smooth-- one of the best video driving experiences ever--like sitting behind the wheel of a Porsche. And the replay is very cool. After gloriously thrashing a field of 11 other cars, you can relive every second from any angle around your car. If you ever wanted to be the cameraman at an Indy car race, here's your chance. We'll take this pak out for a spin in the next Sports Scene.



Other fall titles include EA's 1994 annual updates of Madden Football and NHL Hockey, Sony's ESPN Sunday Night Football with super graphics, Mountain Bike Rally for the Life Cycle fitness bike and Konami's entry into the soccer madness fest, even though the World Cup is long since over. EA also has Mario Andretti Racing standing by to take the checkered flag. Word is that Mario and son Michael have set up a friendly bet on whose video game will turn out best. Acclaim also enters the Indy car fest with Nigel Mansell's Indy Car Racing, based on the same engine as last years excellent Gametek title, but offering two-player play this time around. Acclaim has WWF Raw on tap for wrestling fans and U.S.H.R.A. Monster Truck Wars for fans of high-chassis mud-slinging action. Even further down the road, look for a Kyle Petty game from Williams and Acclaim's MLBPA baseball game. Tecmo's next sports classic will be on ice when it turns to hockey action for the Super NES.

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53
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EA SPORTS
MAIN MENU
SINGLE RACE
HEAD 2 HEAD
CIRCUIT
CONTROLLER
CAREER
PASSWORD
ENTER NAME

BLACKTHORNE™

NO MERCY!

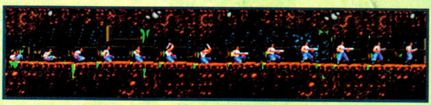
Kyle Blackthorne is having a serious identity crisis. An intricate story line is woven around this character and it places him in two entirely different realms. Is he a modern-day, highly trained, legendary mercenary? Or, is he the twin son of an other-worldly king who was sent to earth to avoid an untimely demise in a world that was falling apart at the seams? Either case should prove to be enough to build a game upon, but it turns out that both are true. What a bonus! Interplay's manual for the game goes into great detail regarding the story line. It's a good read. You should definitely check it out. However, for this review, we're going to stick with the game play, which by the way, is very cool.

Sarlac, ruler of the Ka'dra'suul in the southern regions of Tuul, will stop at nothing to gain control of all regions. He has enslaved many of the Androthi people.

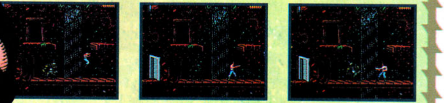
© 1994 Interplay Productions © 1994 Blizzard Entertainment

BLACKTHORNE IN ACTION

It seems like more and more game developers are realizing that the Super NES is a great place to show off their graphic skills. Part of that involves animation. All of the characters in the game, especially Kyle, use many frames of animation. The action is very smooth and realistic.



Here's a frame-by-frame demonstration that illustrates some of Kyle's movements.



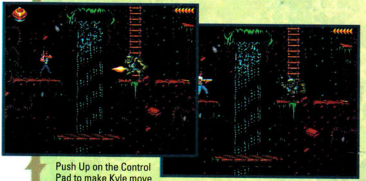
Kyle can initiate attacks in several different ways.

A TACTICAL MISSION

Kyle Blackthorne's mission back in his homeland of Tuul is to meet up with and to do away with the oppressive Sarlac. Many of your Androthi brethren can offer you help along the way. However, you'll need to protect them to get any information. Dead Androthi aren't much help!

DESTROYING

Kyle will be destroying a few things during his quest. Some of those things will want to destroy him, too! The Grag'ohr's, or "Graggs," are the most common enemies. Shootouts are common fare with them. Don't get in a hurry when battling them.

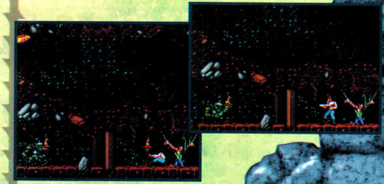


Push Up on the Control Pad to make Kyle move into the shadows and "hide" himself against the wall. He's safe here.

As soon as the enemy chambers another round, move out and start firing.

PROTECTING

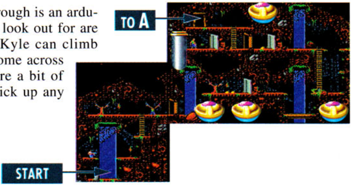
Keeping the hostages alive is important. This isn't a requirement, but some of them will offer valuable bits of advice to you. Protect them until you have talked to them.



Get between the enemy and the hostage. Take a hit if necessary. Then inflict your favorite form of pain on the enemy when it's clear to do so.

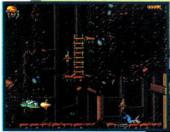
THE MINE

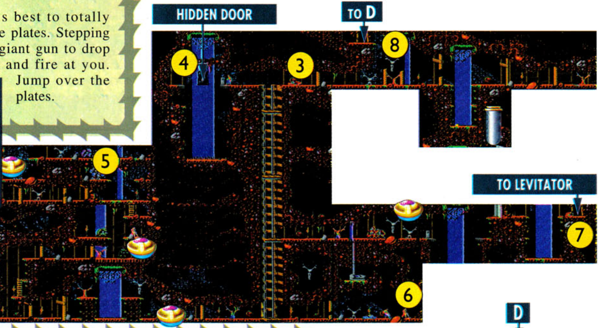
The first stage that Kyle travels through is an arduous operation. Important things to look out for are the ledges leading down shafts. Kyle can climb down shafts and will sometimes come across a beneficial Item at the bottom. Several of the stages, require a bit of back-tracking. Visit places more than once. Make sure you pick up any and all Items, especially Bridge Keys.



PRESSURE PLATES

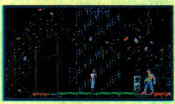
In this level, it's best to totally avoid the pressure plates. Stepping on one causes a giant gun to drop from the ceiling and fire at you. Jump over the plates.



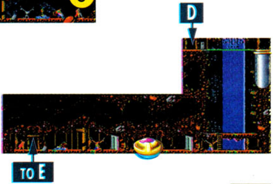


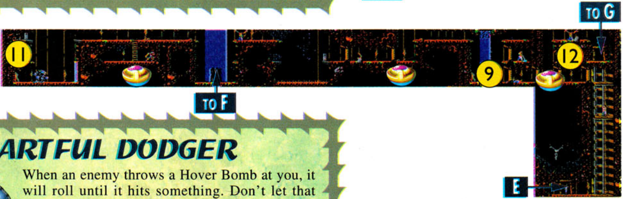
HIDDEN DOOR

Use a Bridge Key and then move to the middle of the bridge and press Up without your gun drawn. You'll enter a control room. Once inside, talk to the Androthi and he'll give you a Health Potion.



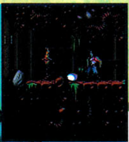
You can see the outline of a door through the waterfall. Enter it.

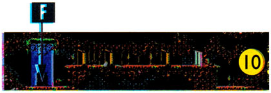


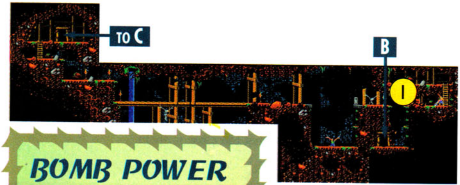


ARTFUL DODGER

When an enemy throws a Hover Bomb at you, it will roll until it hits something. Don't let that something be you. Press Up to hide against the wall and let it roll past.







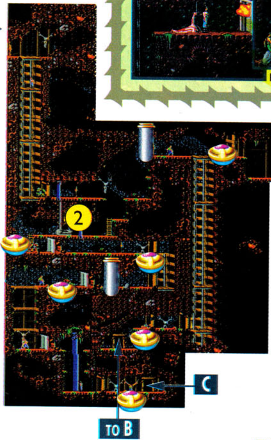
BOMB POWER

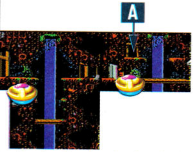
You'll use a lot of Hover Bombs. They destroy steel doors and can take out big blue Whar'orks.

Hover Bombs damage what your gun won't!

STAGE ORDER

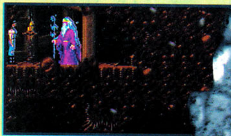
① Get Bridge Key from the Whar'ork ② Destroy generator to shut down laser fields ③ Get Bridge Key by defeating the Gragg ④ Activate bridge/enter door thru waterfall/activate switch ⑤ Get Remote Wasps ⑥ Destroy generator ⑦ Get Levitator ⑧ Use Levitator ⑨ Get Bridge Key ⑩ Get Bridge Key ⑪ Get Levitator and use Bridge Key ⑫ Use Levitator ⑬ Get new weapon ⑭ Get Iron Key ⑮ Use Iron Key ⑯ Get Remote Wasps ⑰ Get Iron Key ⑱ Use Iron Key and destroy generator





GALADRIL

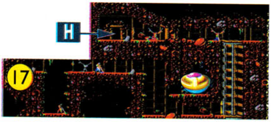
Galadril waits for you at the end of The Mine. He'll give you words of wisdom and will also increase your health meter. He knows your fate.

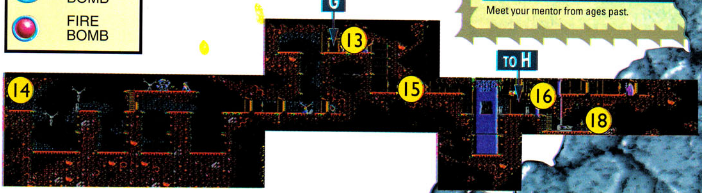


Meet your mentor from ages past.

ITEMS

	LIFE POTION
	HOVER BOMB
	FIRE BOMB



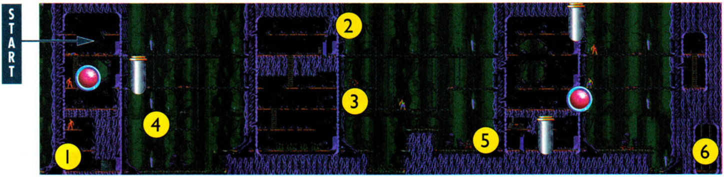


THE TREE

For the remainder of this review, we'll be concentrating on the four sections of the Tree. Each section has many hazards, like Andromedogs. Andromedogs are Androthi who joined up with Sarlac because they feared that their side would ultimately lose. Blackthorne will make them pay dearly for their treasonous acts. Wimps. Other hazards include Eekers, green plants with dangerous tentacles, and of course, Graggs. Don't get too close to them.

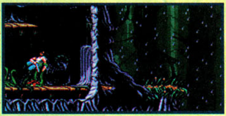
SECTION 1

You'll get a clue from a fellow Androthi in the first section of the Tree. He will tell you that if you can get a Levitator, you can get some Wasps. This is very important because in order to get to Section 2, you'll need to deploy and explode a Remote Wasp.



EEKERS

Fear the plants. If Kyle gets caught by an Eeker, it will explode. Stand back and shoot them with your gun or toss a Fire Bomb at them. Four shotgun blasts will do them in.



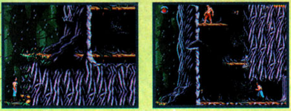
You'll lose health if an Eeker gets its tentacles wrapped around you. Boom!

DON'T SHOOT!

You are joined by fellow Androthi in the Tree. Be nice and don't shoot them. There's no such thing as friendly fire. They may get mad and shoot back!

LOCATE THE SWITCH

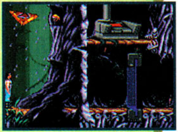
It's not easy to locate, especially since there's an Eeker camped out on top of it, but you'll have to depress this switch in order to make a fortified door open to the left of this area.



When you hit the switch, run left so you have time to clear the door before it closes.

BOMB THE GENERATOR

Select a Remote Wasp from your inventory of Items and then deploy it. Using your Control Pad, guide it up and through the small opening in the rocks just to the left of the generator. When you have positioned the Remote Wasp near the generator, detonate it! The laser fields will now be shut down.



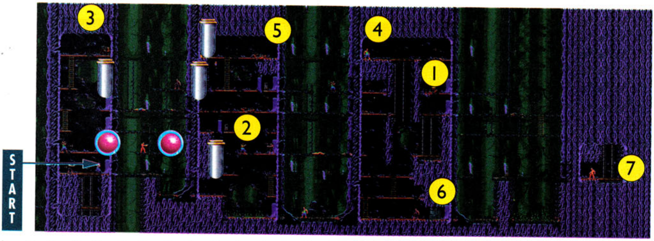
Control the Remote Wasp with the Control Pad. Position it carefully.

STAGE ORDER

❶ Get Iron Key ❷ Use Iron Key to open laser gate ❸ Get Levitator ❹ Use Levitator and get Remote Wasps ❺ Use Remote Wasp to destroy generator ❻ Ride elevator up

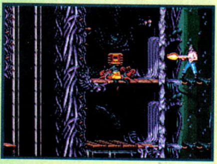
SECTION 2

When hiding, keep holding Up on the Control Pad even when you press B or Y to fire a shot. You'll automatically hide again just after you shoot. This technique is important because the enemies are quicker here.

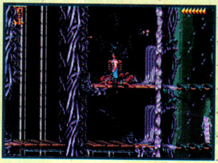


ELEVATOR INTO ACTION

It's not easy getting to the red Gragg in this area, but once you do, you can cap him with two shots and then hit the switch that turns on the elevator. As soon as you do, the elevator to the left descends.



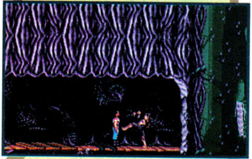
With the red Gragg out of the way, just walk to the switch and press Up on the Control Pad.



Presto! The elevator to the left springs into operation. You'll need to ride on it later.

ANDROMEDOGS

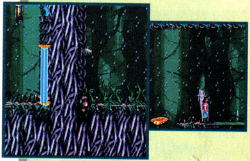
Besides being traitors, Andromedogs are highly trained in the art of karate. If you get too close to them, they will kick you and then fire their guns at you, as well.



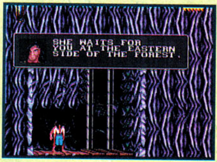
Kyle got too close and paid for his haste when the Andromedog kicked him.

GET UP AND OVER

It takes a two-step process to make it to the end of the second section of the Tree. Place and use the Levitator to allow Kyle to get up to the level of the bridge. Use the Bridge Key to activate the bridge and then simply go across. It sounds easy, but getting to this point is difficult.



It's not very obvious, but the only way to get up to the bridge is to place the Levitator up against the wall and use it as shown.



SHE WAITS FOR YOU AT THE EASTERN SIDE OF THE FOREST.

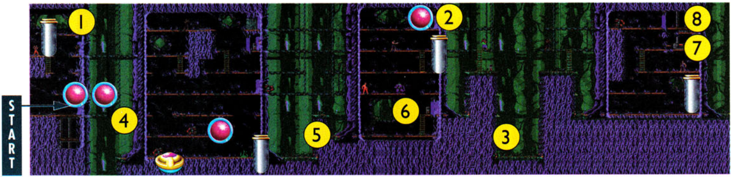
Leave the second section of the Tree behind. Kyle can move on to bigger and better things!

STAGE ORDER

❶ Get Iron Key/activate elevator switch ❷ Use Iron Key to deactivate laser gate ❸ Get Bridge Key ❹ Get Iron Key ❺ Get Levitator ❻ Go through Pressure Switch door ❼ Use Levitator and Bridge Key to get to this point

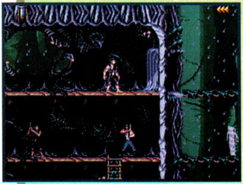
SECTION 3

As your struggle to find The Seer Onehand reaches the half-way point in the Tree, you'll find yourself beginning Section 3. You'll have to trigger some Pressure Plates to get through this section. One will open an important door, but some others will cause guns to shoot at you.

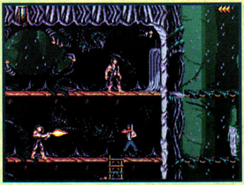


DEAL WITH THE ANDROMEDOGS

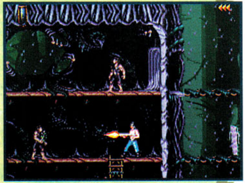
Andromedogs, former Androthi who wear purple, are scum of the lowest type. They deserted their people because they feared that the Ka'dra'suul would take over all of Tuul. They are quick to fire their weapons. You'll have to be just as fast or faster. Fire immediately after they do. Approach from behind if you can.



Press and hold Up on the Control Pad to hide in the shadows. Let the Andromedog make the first move. He'll fire off four or five shots.



Hide against the wall and get the timing of the Andromedog's shots down. It's important because you'll have to jump in between shots to fire off shots of your own.



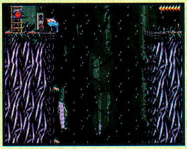
Fire away! You should be able to get in two shots before the Andromedog hides himself up against the wall. It'll take five shots to get him.

STAGE ORDER

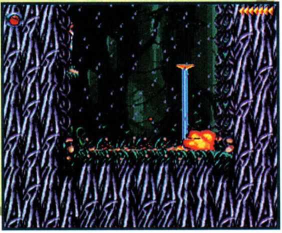
① Get Iron Key ② Use Iron Key to deactivate laser gate ③ Climb down to get Levitator ④ Come back to this area ⑤ Use Levitator ⑥ Get Iron Key and Remote Wasps ⑦ Destroy generator ⑧ Exit

OBTAIN THE LEVITATOR

A Levitator is located under the bridge. The bridge can't be activated until you get the Levitator. Locate a Bridge Key now that you have the Levitator.



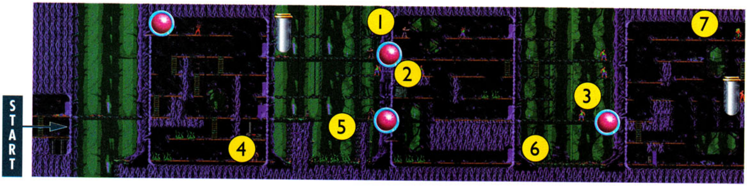
Carefully climb down into the area where the bridge will be located. Watch your step! A fall could spell the end of Kyle.



Jump out toward the Levitator to deactivate it and then pick it up. Climb back up the wall and search out a Bridge Key.

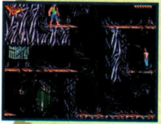
SECTION 4

Wouldn't you know it—the most difficult section of the Tree is the last. It's actually not that much more difficult than the other three sections, but there are a couple of places that you can take a fatal fall in.

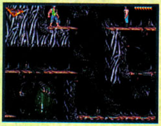


GO UP AND AROUND

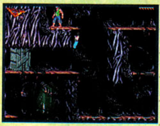
Kyle will have to move quickly to trip the Pressure Plate and get past this big metal door. Try to cut down the amount of movements that are required to move Kyle from the Pressure Plate up and around to the metal door.



The Pressure Plate has been tripped. The door opens.



Kyle backtracks and then leaps up to the upper ledge. Keep moving!



Jump so that you end up hanging from this ledge. Drop down from here.

STAGE ORDER

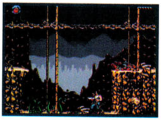
① Get Remote Wasps ② Get Levitator ③ Use Levitator to get Bridge Key ④ Return here and destroy generator ⑤ Activate bridge/use Levitator/get Iron Key ⑥ Get new weapon ⑦ Exit

TO RULE TUUL

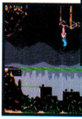
The remainder of Kyle's destiny-fulfilling quest is much more treacherous than the sections we have covered in this review. Caution, care, as well as a dose of reckless abandon are what you need.

TOO TOUGH?

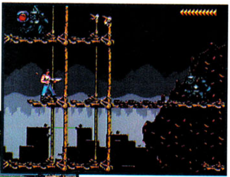
Kyle may end up questioning himself as to whether he should continue his quest or not. The road ahead will not be an easy one, that's for sure.



Eekers are plentiful. You'll have to be very careful in order to avoid falling into their traps.



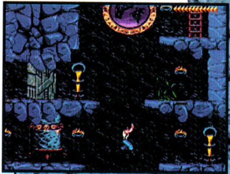
This bridge must be activated before Kyle can jump up and reach the upper platform in this area.



Graggs of various colors are out in full force. They fire quickly and can hide themselves away just as fast.

PUZZLING

The dungeons become much more maze-like in the final sections of this fantastic adventure game. Overall, the whole Blackthorne game is really a lot of fun. This is one game that is definitely worth checking out!



AEROBIZ™ Supersonic

© 1994 Koei Corporation.

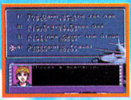
PREPARING FOR TAKE-OFF

Welcome to NP-Air . . .

Aerobiz Supersonic from Koei offers players a wide range of options, including four different challenging scenarios, so it is important to set your game up to best fit your skill level. As you improve, challenge yourself with the tougher skill levels!

CHOOSE A SCENARIO

Each of the four scenarios represents a different time period. The airplanes in the earlier periods don't fly very far, but everything in the future is very expensive, making it hard to profit.

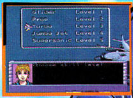


1: The Dawn of the Jet Age (1955 - 1975)
2: Air Travel Takes Off (1970 - 1990)
3: Airlines Cover the Globe (1985 - 2005)
4: Supersonic Travel (2000 - 2020)

Choose a scenario.

SELECT A SKILL LEVEL

Do you have the skills to operate a successful airline? There are five different skill levels, but you'd better start out on the easiest one first while you learn the ropes.

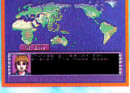


Glider	Level 1
Prop	Level 2
Turbo	Level 3
Jumbo Jet	Level 4
Supersonic	Level 5

Choose skill level

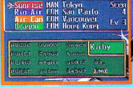
CHOOSE YOUR HOME

Choosing a home city can make all the difference in the world. Look for an area with several major cities so you can establish good routes early in the game.



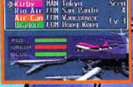
NAME YOUR COMPANY

After you pick your home city, the game will give you a default name. If you don't like your name, or the names of your competition, you are able to customize them.



```
Sunrise  MAN Tokyo      Scen
Rio Air  COM Sao Paulo     4
Air Can  COM Vancouver  Lv 3
Dragon   COM Hong Kong

ABCDE  UVWXY  opqrs  Kirby
FGHIJ  Zabcd  tuvwx
KLMNO  efghi  yz012  89.
PQRST  jklmn  34567  END
```



```
Kirby    MAN Tokyo      Scen
Rio Air  COM Sao Paulo     4
Air Can  COM Vancouver  Lv 3
Dragon   COM Hong Kong

RED
GREEN
BLUE
```

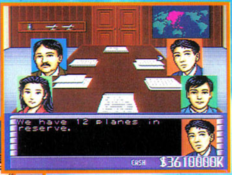
FIRST QUARTER

Please fasten your seat belts . . .

You're the new CEO of a new airline, so the company's success rests on your shoulders. The moves you make in the first quarter are critical, so act carefully. One bad investment, and you'll go bankrupt!

BOARD MEETING

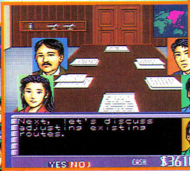
Lucky for you, the company board of directors knows what they're doing! Call a board meeting right away, before you make a wrong move. They will be happy to help you succeed.



We have 12 planes in reserve.

CASH $3610000K

Your directors will also advise about any possible airplane purchases that you'll want to make.

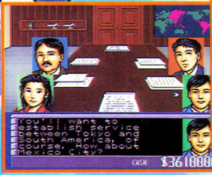


Next, let's discuss adjusting existing routes.

YES NO

CASH $3610000K

Until you become accustomed to the airline business, it's a good idea to listen to your directors' ideas on adjusting the routes.



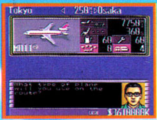
You'll want to establish service between Tokyo and South America, of course. How about Mexico City?

CASH $3610000K

When you first begin the game, any new routes will help your company, but the board of directors will point out the best of them.

OPEN ROUTES

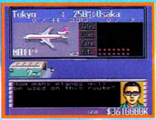
Opening new routes is the quickest way to increase your airline's profits. First try to connect major cities to your region for an easy profit. Later you can experiment with the smaller cities.



Tokyo 258 Osaka

What type of plane will you use on the route?

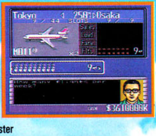
CASH $3610000K



Tokyo 258 Osaka

How many planes will be used on this route?

CASH $3610000K



Tokyo 258 Osaka

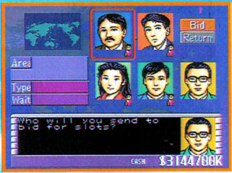
How many flights per week?

CASH $3610000K

When you start a new route, make sure to use the best plane for the job. Faster planes make more flights per week, but bigger planes carry more people.

NEGOTIATE

During the first quarter, it's important to have your directors bidding on slots in new cities. Bid on slots in your home city as well.



Who will you send to bid for slots?

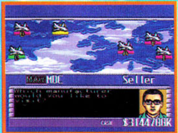
CASH $3144700K

You should always have your directors working on obtaining new routes or investing in new businesses.

ORDER PLANES

It's important to keep track of the number of airplanes you have in reserve. If you run out of planes, you'll have to wait three months until your order is filled.

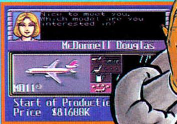
Find a plane that fits your company's needs, then stock up early while you still have the money. Carefully select the manufacturers you use. Some planes may not fill your needs when you start flying longer routes.



Maker MDC Seller

Which manufacturer would you like to visit?

CASH $3144700K



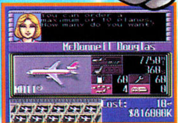
Nice to meet you. Which model are you interested in?

McDonnell Douglas

MD11

Start of Productic

Price $81600K



You can order a maximum of 10 planes. How many do you want?

McDonnell Douglas

MD11

Cost: 10

$816000K

Place the mask over your nose and mouth . . .

PLAN CAREFULLY

It can be difficult to remember all of the changes you want to make during your turn. You may find it helpful to have a pad of paper ready and take notes during the board meeting!

Pease set your seats to the upright position.

SECOND QUARTER

Second Quarter is the first time that you've had your planes in the air, so there may be some adjusting to be done before you see a profit. These tips should help your profits take off.

BOARD MEETING

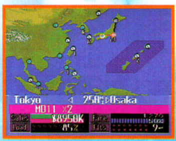
Run the board meeting at the beginning of the quarter, so you don't miss any important information. Your advisors can help stop any route problems early, before they get out of hand.

CASH $2032820K
CASH $2032820K

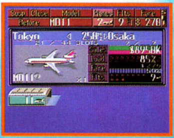
If there is a problem with one of your routes, get some advice from your board of directors.

ADJUST EXISTING ROUTES

If a route is running in the red, there are many things you can do to increase profits. Try reducing fares or the number of flights.


Tokyo
258 Osaka
MD11 ×2
Sales
$8950K
Load
85%
Fare
Flts
9

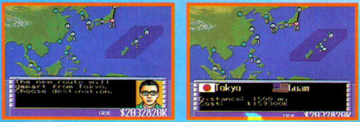
Be careful not to use too many planes on a single route. If you can't fill the plane, you may be wasting money.


Susp
Close
Model
Planes
Flts
Fare
Before
MD11
2
9
$ 270
Tokyo
258 Osaka
21 / 44 SLOTS
Sales
$8950K
Load
85%
Fare
Flts
9
MD11
×1

By reducing both the number of flights and the fare, you'll be able to make a profit on a less popular route.

OPEN NEW ROUTES

To increase the passengers in a region, you'll want to start new routes to different cites. Be careful! Not all routes are easy to turn a profit on.



The new route will depart from Tokyo. Choose destination.

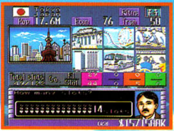
Tokyo Guam
Distance: 1500 mi
Cost: $159300K

CASH $2032820K
CASH $2032820K

Opening a route to an obscure location can be risky, but if you invest in the businesses in the city and advertise well, the risk might pay off.

NEGOTIATE

It's important to send your officers out to negotiate each quarter so your company is always on the move.



How many slots?

Tokyo
Japan
Pop 17.6M
Econ 76
Rtng
Trsm 50
Total slots
Co.
Fl Slot
14
CASH $1571588K

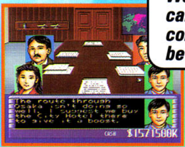
Take as many slots as you can, you can give them back if you don't need them.

THIRD QUARTER

If your company isn't facing any major problems, the Third Quarter is the perfect time to increase your profits by purchasing businesses in the cities you fly to.

BOARD MEETING

When you hold the board meeting in the Third Quarter, you should only need to make some minor adjustments to your holdings. Be ready to make new investments this turn.



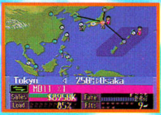
The route through Osaka isn't doing so well. I suggest we buy the City Hotel there to give it a boost.

CASH $1571588K

Would you care for a complimentary beverage?

INCREASE PROFITS

If an existing route is doing well, you may want to increase the number of flights, so you can carry more passengers. Reduce your fares when you first add flights, so you can fill the planes quickly.


Tokyo
258 Osaka
MD11 ×1
Sales
$8950K
Load
85%
Fare
Flts
9

Keep an eye on the shorter flights. You may need to reduce fares to increase profits.

INVESTING

Purchasing strong businesses in the cities is important. Advertising a business will help increase the number of passengers that fly with you.

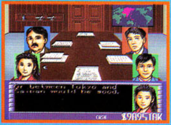
Pleasure Boat
$9100B
$157158B
$157158B

FOURTH QUARTER AND BEYOND

After you have established a strong foothold for your airline, it's time to start diversifying your investments. Once you have made it through the first year of business, your strategy should slow a little bit. Here are a few tips for the later stages of the game that should help keep your airline's profits soaring!

BOARD MEETINGS

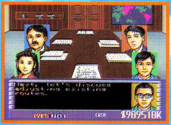
Once your company's plan of attack is set, you won't need to hold board meetings quite as often. Calling a meeting once a year will keep you on top of things.



Or between Tokyo and Saipan would be good.

CASH $989510K

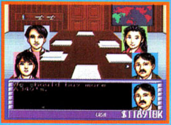
It is important to check in with your advisers. Many times they will indicate potential new markets.



Next, let's discuss adjusting existing routes.

YES NO
CASH $989510K

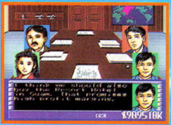
Your advisers will offer you ideas for maximizing profits on your existing routes if you ask for them.



We should buy more A340's.

CASH $1118910K

Holding a board meeting is also a good way to keep tabs on your airplane stock. It's important to buy planes!



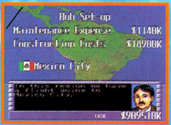
I think we should also buy the Resort Hotel in Guam. That promises high profit margins.

CASH $989510K

When business investments appear, your board will let you know about strong investments.

ADJUSTING ROUTES

Even if you have established a strong control of a region, you should still watch each of the routes. You can maximize your profits with little effort.



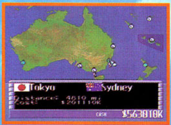
Hub Set-up
Maintenance Expense $1140K
Construction Costs $18980K

Mexico City

In this region we have a flight going to Mexico City.

CASH $989510K

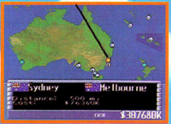
Once you have built a strong base of operations in your own region, look for opportunities in other regions.



Tokyo Sydney
Distance: 4810 mi
Cost: $201110K

CASH $563010K

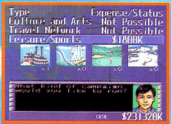
After you have managed to establish a new route with another region, its important to build a hub.



Sydney Melbourne
Distance: 500 mi
Cost: $76360K

CASH $307680K

If you build a hub, you can start new routes to other cities in the region.



Type	Expense/Status
Culture and Arts	Not Possible
Travel Network	Not Possible
Leisure/Sports	$1000K

What kind of campaign would you like to run?

x1
x0
x0
x0
CASH $231320K

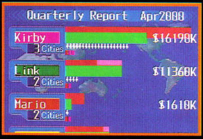
Purchase businesses and start ad campaigns in the new region to draw people to your airline.

Now that you're in charge of the airline, your profits will determine your success. Good luck, you'll need it!

Thank you for flying NP-Air. Enjoy your stay!

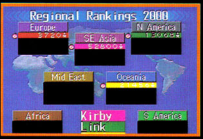
4-PLAYER TAKE-OFF

If you thought running your own airline was fun, try testing your business skills against your friends'. You can challenge up to four of your friends at once, and you don't need a four-player adapter.



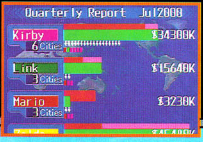
Quarterly Report Apr2000

Kirby	3 Cities	$16190K
Link	2 Cities	$11360K
Mario	2 Cities	$1610K



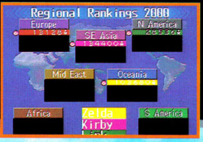
Regional Rankings 2000

Europe
3720
SE Asia
52800
N America
13068
Mid East
Oceania
Africa
Kirby
Link
S America



Quarterly Report Jul2000

Kirby	6 Cities	$34300K
Link	3 Cities	$15640K
Mario	3 Cities	$3230K



Regional Rankings 2000

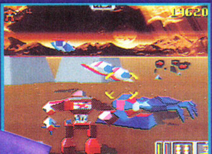
Europe
13128
SE Asia
134400
N America
28536
Mid East
Oceania
Africa
Zelda
Kirby
S America

VORTEX™

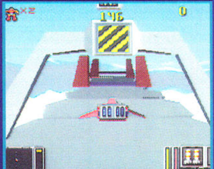
Electro Brain's newest Super NES game really takes advantage of the amazing Super FX chip! Like Star Fox, Vortex is a great shooter, but Vortex expands on the FX action by giving players action/adventure elements in the game, as well. This is a pretty cool game!

SUPER FX

MORPHING MADNESS!



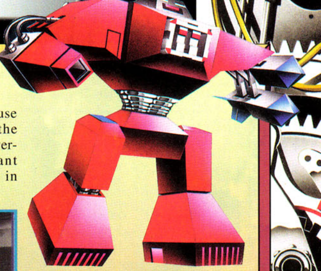
The same design team that collaborated with Nintendo on Star Fox, Argonaut Software, also did the programming on Vortex. If you're a Star Fox fan, you'll notice similarities when you start the game. The Sonic Jet responds in much the same way as the Arwing does in Star Fox. Vortex ups the ante by adding other vehicle forms. There's only one vehicle—it just morphs into four forms. Star Fox is more of a "twitch" game—your reflexes and flying technique are the keys to success, whereas Vortex requires more planning and strategic moves. Your mission is to recover all five pieces of the Artificial Intelligence Core that enemy forces have stolen and transported through the Interdimensional Vortex. The AI Core was broken up in an attempt to uncover the technology used to create it. You, along with your Morphing Battle System, are the only one that has a chance of retrieving the AI Core.



© 1994 Accolade

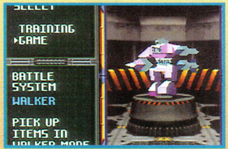
ALL SYSTEMS GO

The vehicle that you pilot, the MBS, is very versatile. The vehicles that it can take the form of have different abilities, advantages and disadvantages. There are two ways to change the shape of the MBS. You can press the Select Button until you get the vehicle you want, but that can take too long. The best way to change shapes is to use a specific Controller code for each vehicle. Those codes are: Sonic Jet=L+X, Walker=L+Y, Land Burner=L+B, Hard Shell=L+A. You can change shapes at any time during your mission. Knowing the codes by heart is critically important because you'll be morphing often. The balance of use between the four shapes is really cool, even though the Hard Shell probably won't see a lot of battle action.



WALKER

Of the four MBS forms, you'll use the Walker the most. It's not the fastest, but it's certainly the most versatile of the four. An important point—this is the only vehicle in which you can collect Items.



SELECT

TRAINING
▸GAME

BATTLE
SYSTEM
WALKER

PICK UP
ITEMS IN
WALKER MODE

Take on the form of a classic pedestrian mech when you choose the Walker. Versatile weaponry!

SPEED	→→
ARMOR	🛡🛡
WEAPONS	🚀🚀🚀🚀

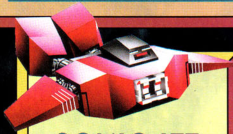
LASER + CANNON + MISSILE + ROCKET

LAND BURNER

The Land Burner is the fastest ground vehicle. It uses less fuel than the Sonic Jet.

SPEED	→→→
ARMOR	🛡🛡
WEAPONS	🚀🚀

LASER + CANNON

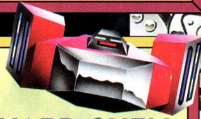


SONIC JET

The fastest of the four also burns the most fuel. Use it for quick getaways.

SPEED	→→→→
ARMOR	🛡🛡
WEAPONS	🚀🚀

LASER + CANNON



HARD SHELL

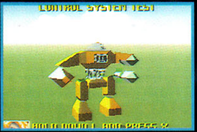
Launch Electro Bombs and recharge the MBS using Hard Shell's built-in solar panels.

SPEED	→
ARMOR	🛡🛡🛡🛡
WEAPONS	🚀

LASER + CANNON

SYSTEM TEST

We highly recommend that you participate in the Control System Test before moving on to the game portion of Vortex. To excel at the game, you have to know how all of the MBS systems operate and which Buttons correspond to the functions. It will take a little time to perfect your piloting techniques. This is the only part of the game where the MBS will be colored yellow.



CONTROL SYSTEM TEST

HOLD DOWN L AND PRESS X

Changing the shape of the MBS is crucial to learn. Get it down pat in this mode.

CONTROL SYSTEM TEST

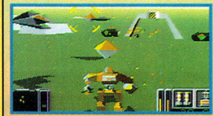
PRESS JOY PAD LEFT

Each vehicle handles differently. Take the time to practice with each one of them.

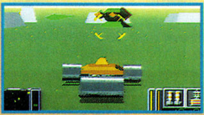
TRAINING MISSIONS

WEAPONS TEST

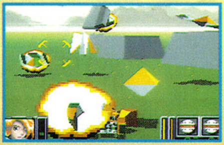
In the first Training Mission, it's your objective to destroy 30 enemy targets in 600 seconds or less. The time limit isn't of much concern. It's plenty! The important thing is to stay alive.



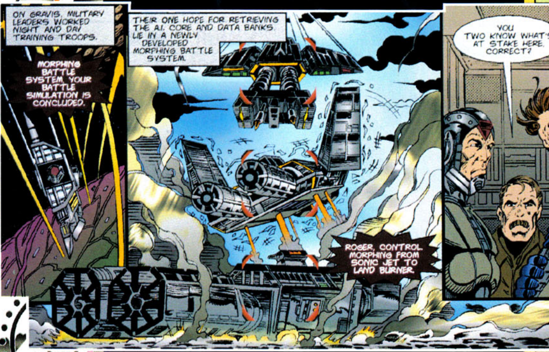
Make sure that your targeting system is on. It points out your most likely target.



Here's a showdown! "Kill it before it kills you" is the rule of the game.



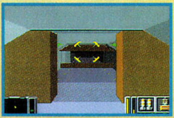
If you know you're going to take a hit, switch to the Hard Shell to avoid damage.



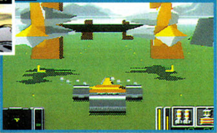
ON GRAVIS, MILITARY LEADERS WORKED NIGHT AND DAY TRAINING TROOPS.
MORPHING BATTLE SYSTEM. YOUR BATTLE SIMULATION IS CONCLUDED.
THEIR ONE HOPE FOR RETRIEVING THE A.I. CORE AND DATA BANKS LIE IN A NEWLY DEVELOPED MORPHING BATTLE SYSTEM.
ROGER, CONTROL. MORPHING FROM SONIC JET TO LAND BURNER.
YOU TWO KNOW WHAT'S AT STAKE HERE. CORRECT?

NAVIGATION TEST

You will be placed in an alien base and your test will be to make it to the pick-up point after navigating the elevator shafts and obstacles. Six hundred seconds are allotted for your task. It's not very difficult because it's straight.



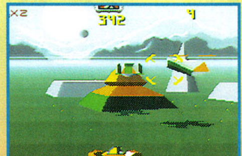
Vertically- and horizontally-closing doors have to be navigated by adjusting your speed. Use the Land Burner.



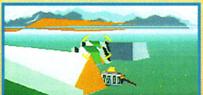
There aren't many enemies, but those that appear often attack in pairs. Dodge their shots.

SEEK AND DESTROY

Again, you'll be placed in an enemy base. Your task in the third Training Mission is to seek out and destroy five pyramid drone generators. You'll need to use your map here. Press Start to view it. The locations of the generators will be shown as flashing dots. Make a big "U" shaped sweep around the enemy base as you take the generators out one-by-one. Helicopters will appear from the pyramids.



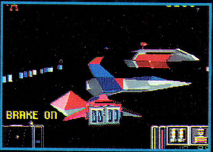
Enemy craft will appear from the top of the pyramids. Don't allow time for the pyramids to generate them.



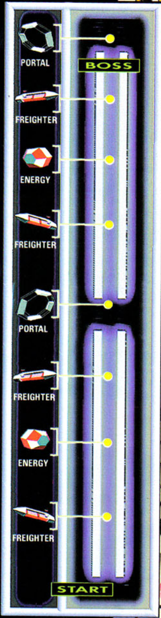
Watch your radar screen for the sneaky enemy ships that approach from the rear!

STAGE 1 THE VORTEX

Stage 1 is much like some of the stages in Star Fox. You pilot your ship down a channel and you aren't allowed to stray from that channel. That's OK—you don't want to, anyway. Just blast straight ahead! That is, until you run into something! If you press the B Button while cruising in the Sonic Jet, the air brake will be applied and you will slow down. It can be advantageous to use it in a confrontation.

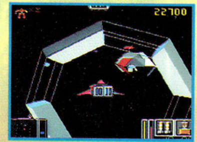


Slow down by using the Sonic Jet's airbraking system to avoid running into this enemy ship.



MISSION OBJECTIVE

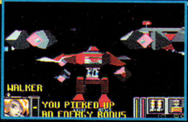
You need to enter the Aki-Do system. That's where the enemy forces, the Black Troop, have taken the AI Core pieces. The only way to get to Aki-Do is through the interdimensional Vortex. A giant robotic warrior is blocking the entrance.



Fly through the octagonal portals at the mid-way point and end of Stage 1.

MORPHING SITUATIONS

Even here, in the first stage, your ability to quickly transform the MBS will be put to the test. The Sonic Jet is the main form of transport here, but you'll need to morph into the Walker if you want to pick up any Bonus Pods. You'll also have to use the Walker if you want to fire any missiles. The Hard Shell will also be called upon for its defensive capabilities.

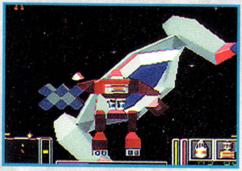


YOU PICKED UP AN ENERGY BONUS

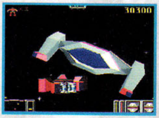
As the Sonic Jet approaches a Pod, press L+Y to quickly morph into the Walker.

THE WARRIOR CRIXUS

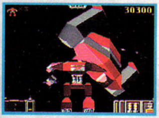
Your first fierce encounter of the game comes with the guardian of the Interdimensional Vortex, Crixus! There's no messing around during this battle—it's a head-to-head, knock-down, drag-out firepower battle. The best thing that you can do is to morph into the Hard Shell when you are being attacked. You can conserve energy that way.



This spinning boss has something up its sleeves...cannons! Use missiles to home in on your target.



Morph into the Hard Shell to avoid Crixus' fierce attack if you know that one is coming your way.

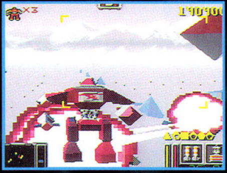


After an attack, morph back into the Walker or Sonic Jet and continue to blast away at Crixus.

STAGE2 CRYSTON

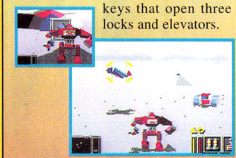
DEFEAT THE WARRIOR DARIUS AND HIS BATTLE DROID TO RETRIEVE THE FIRST CORE SEGMENT.

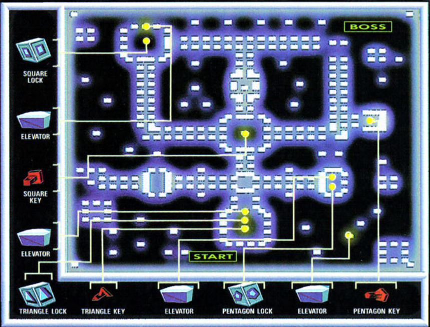
Cryston is known as the Ice Planet. If having a map for this game helps you anywhere, it will certainly help for this stage. The first key and lock that you will probably come to are in the same area. It's easy. However, the other keys are not in the same vicinity as the locks they fit in. The area is quite large. You could be searching for a long time. Use the map!


Now that you've made it to the Aki-Do system, you can begin to retrieve the AI Core pieces.

MISSION OBJECTIVE

Your goal in Stage 2 is to collect three Pass Disks. They are located in three underground passageways. To get into these passageways, you must find and collect three different keys that open three locks and elevators.

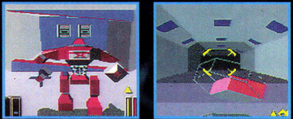

When you have collected all three Pass Disks, you can confront the boss of Cryston.


BOSS
START
SQUARE LOCK
ELEVATOR
SQUARE KEY
ELEVATOR
TRIANGLE LOCK
TRIANGLE KEY
ELEVATOR
PENTAGON LOCK
ELEVATOR
PENTAGON KEY

THE SEQUENCE

There is a definite sequence of events that must take place before you can finish this stage. These events don't necessarily have to happen in any particular order, but they do all have to happen. The keys unlock the elevator doors—the elevators take you underground—the Pass Disks are underground—all of the Pass Disks are required to complete the stage. Simple, huh? Not so fast. This stage will take some time.

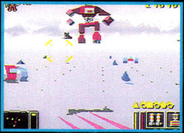
Shoot a missile at enemy ships that approach from the sides.


The Pass Disk, shown in the right screen shot, is what you enter the elevators for. Going down. Basement. Everyone out.

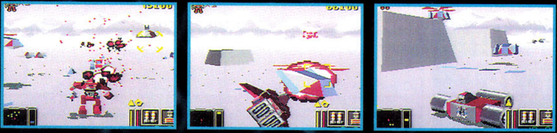
WHEN VERCINGETORIX LEARNED THAT THE A.I. CORE COULDN'T BE DESTROYED, HE HAD THE CORE AND ITS FOUR DATA BANKS SENT THROUGH THE VORTEX FOR STUDY.
HE, HIMSELF, REMAINED BEHIND TO GUARD THE CORE HOUSING.

AIRBORNE ENEMIES

Enemy ships that attack from the air are the most difficult to deal with because they're so mobile. The targeting system will help you, though. Besides retaliation, there are a few techniques that can help you prevail. You can jump and you can increase your field of vision by pressing R or L.



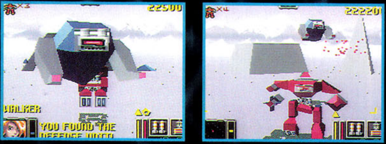
The Walker is jumping over the shots that the tank has fired. Press X to jump.



Copters home in on the Sonic Jet. Morph into the Land Burner to lose them.

THE DEFENSE UNIT

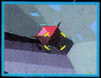
It's not a necessity, but if you locate the Defense Unit, it will be of some help to you. It acts as a drone and protects you by fighting off enemies that approach. Its protective services won't last forever—enemy fire will damage it, too.



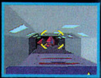
Having the Defense Unit allows you to concentrate on locating keys and locks.

UNDERGROUND MENACES

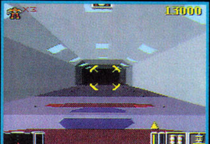
Underground, you'll have to check for missiles around corners. Shoot them from a distance before they acquire you, their target.



The missile has acquired and is headed right at you! Shoot!



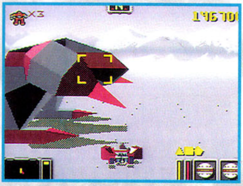
This is the distance that you should shoot the missiles from.



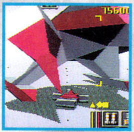
Traps are also a big menace underground. Morph into the Sonic Jet and quickly fly around them.

DARIUS

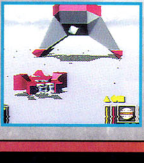
Darius is the guardian of one of the AI Core pieces. He's large, so he can't move extremely fast. However, with the threat of two big arm cannons, don't take Darius lightly. Fire on the arm cannons first and then go for the body. Save your missiles and Electro Bombs until the cannons are gone.



Concentrate initially on blowing Darius' arm cannons off. It's the major part of the battle.



Morph into the Land Burner to go between Darius' legs and then quickly turn around and fire on the polygon monster.



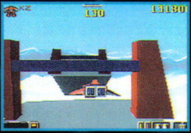
Let Darius eat your mighty Electro Bombs immediately after his arm cannons are gone. Shower him with missiles, too!

STAGE3 VOLTAIR

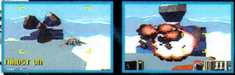
High above the ground, Voltair is a race track formed by asteroids. Gravity is very high, so the Sonic Jet can't fly for very long. Use the Land Burner to move quickly.

USING THE SONIC JET

You can't use it for very long, but there are some areas that the Sonic Jet will be needed. Crossing gaps with obstacles at both ends is one case.



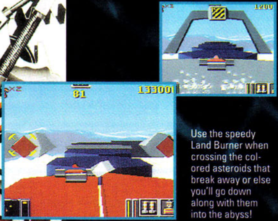
Avoid the tricky gates and long gap by morphing into the Sonic Jet for a few seconds.



The fan will blow you off of the track. Morph into the Sonic Jet and blow it up.

CRUMBLING ASTEROIDS

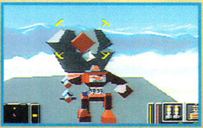
The panels in the asteroid chain that change color when you touch them will eventually break and fall away. Don't be on one when this happens!



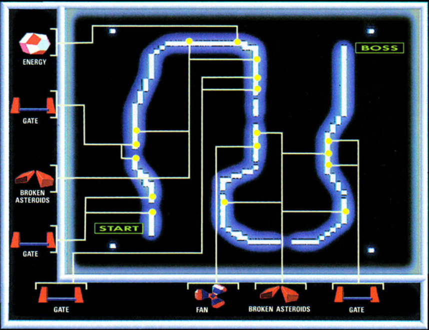
Use the speedy Land Burner when crossing the colored asteroids that break away or else you'll go down along with them into the abyss!

MISSION OBJECTIVE

There is really no time to waste in Voltair. You only have 150 seconds to reach the end. If possible, avoid enemy confrontations in favor of speeding along the track to reach the end.

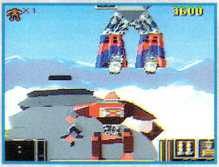


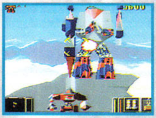
This could be a problem. A tough enemy and a gap to cross. Either blast it quickly or use the Sonic Jet.



SPARTICUS

The trickiest part of the Sparticus battle is staying on the track! If you move too fast, you may end up sailing off the edge. Not good. Stay in control. Use the Walker to jump up and shoot Sparticus and then morph into the land Burner to speed through his legs and turn around. Repeat the process.





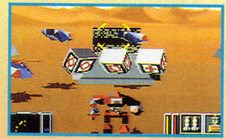
Blow away Sparticus' spinning blade shots until they're all gone and then concentrate on the main body by jumping up and shooting in the form of the Walker.

STAGE4 THERMIS

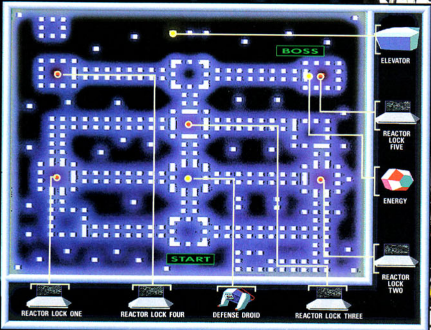
The Black Troop knows that you've obtained some AI Core pieces and are making in-roads toward the remaining pieces. They have deployed many enemy ships to make sure that you are stopped in Thermis. Take out the enemy ships in the vicinity before disarming the reactors.

MISSION OBJECTIVE

You must solve the Flash Locks on the reactors to disarm them. Remember the flashed sequence and then shoot the cubes in that order.

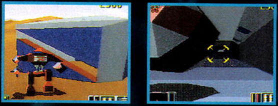


Stand in front of the cubes and shoot them.


BOSS
START
ELEVATOR
REACTOR LOCK FIVE
ENERGY
REACTOR LOCK TWO
REACTOR LOCK ONE
REACTOR LOCK FOUR
DEFENSE DROID
REACTOR LOCK THREE

BONUS ELEVATOR

Enter this elevator to pick up some free goodies like missiles, energy, cannons, rockets and Electro Bombs. There are no enemies in here. It's bonus material only.



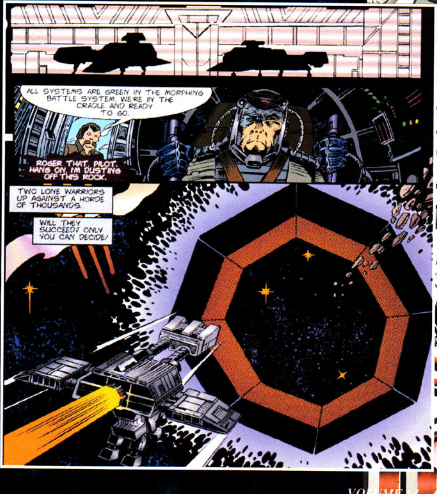
Use the Walker to stroll through this bonus underground passageway and collect all of the Power-Up freebies!

FINISH IT!

Planet Magmemo, a trip back through the Vortex, and an encounter with a seriously mean mech on Trantor still await you and your MBS.

Planet Magmemo is full of enemy forces. They will pull out all the stops!

Stay on track in Trantor. A trip into the water will instantly spell your doom.


ALL SYSTEMS ARE GREEN IN THE MORPHING BATTLE SYSTEM. WE'RE IN THE CRADLE AND READY TO GO.
ROGER THAT, PILOT. HANG ON, I'M DUSTING OFF THIS ROCK.
TWO LONE WARRIORS UP AGAINST A HORDE OF THOUSANDS.
WILL THEY SUCCEED? ONLY YOU CAN DECIDE!

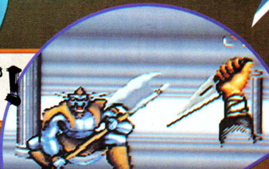
SHIEN'S™ REVENGE

Produced by Vic Tokai
© 1994 Dynamic/Almanic

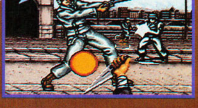
ONE NINJA'S QUEST

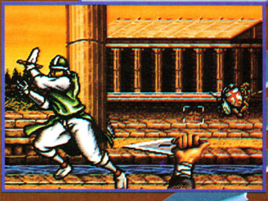
In a land torn by civil wars, Shien and Aska have protected the people with their ninja powers. Just when it looked like the fighting would end, an evil power appeared and kidnapped Aska. Now Shien must begin his solitary quest to save Aska from an unknown evil.

A DIFFICULT FIGHT!



Shien's Revenge, by Vic Tokai, lets the player fill the shoe's of a mighty ninja, while he fights off the hordes of enemies from a first person perspective. As Shien's search for his companion Aska continues, players will be whisked through time. Each stage pits the player against some of the toughest ninja action around! The unique perspective makes Shien's Revenge interesting to play, but the constant barrage of enemy attacks can make the game frustrating to finish. The play control is easy to understand, but works best when you use a Mouse Controller.

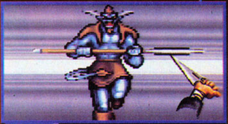


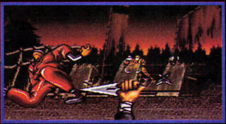


PICK YOUR WEAPON

CONTROLLER

When you play Shien's Revenge with a Controller, you will find it easy to be accurate when you attack or defend. The trouble with using the Controller is the incredible lack of speed. It becomes almost impossible to defend against multiple attacks, or to sucessfully hit all of the enemies.



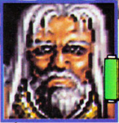


MOUSE

Using the Mouse when you play the game will increase the speed and accuracy of your Throwing Attacks. You will also find it easier to block enemy shots because of the added speed. The main drawback of the Mouse occurs when you fight the bosses. If a boss gets too close, be in the defensive position, making it difficult to attack.

TRAINING MODE

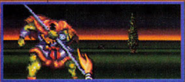
Before you begin your ninja quest, you might want to hone your skills on the Training Ground. Your Master will teach you all of the skills necessary to become a powerful ninja, and let you practice them as much as you need. When you can pass all of the Master's tests, you are ready to begin your quest for your missing friend Aska.



MASTER

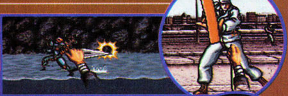
THROWING STAR

Your main weapon is the Throwing Star. You can hit almost anything with your powerful Stars, including armored soldiers and tanks!



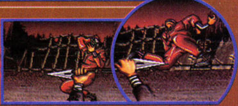
NINJA KNIFE

When your enemies fire at you with their weapons, you can stop any flying weapons with your Knife. Be careful, you can only block shots if you are not attacking!



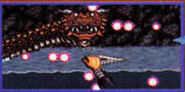
SLASH ATTACK

When enemies are close to you on the screen, you can't use the Throwing Stars to hit them. Utilize the Slash Attack by moving your Knife back and forth.

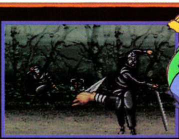


MAGIC

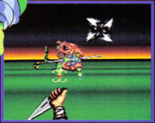
If you find yourself trapped or outnumbered, you can try using your Magic Attack. Using a scroll will magically hit all of the enemies on the screen.

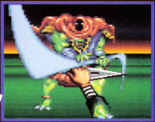


STAGE 1

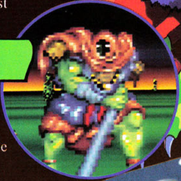


The first stage of the game is fairly easy to beat, giving you a chance to further hone your skills. Hit all of the enemy ninjas as quickly as you can, so they don't get a chance to damage you. When you try to hit the running ninjas in the distance, don't forget to aim a little in front of them, or they will run right past your shots and get away!





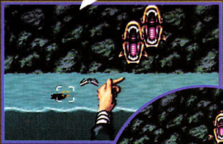
SAWTOOTH

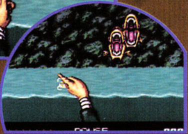


You can hit Sawtooth anywhere on his body with either your Knife or Throwing Star, so he isn't too tough to beat. To defeat him quickly, defend against his shots, then use the Slash Attack when he charges at you.

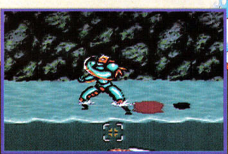
STAGE 2

Shien suddenly finds himself warped 2000 years back in time to early Manchuria. The enemies are more numerous and tougher to beat, meaning big trouble for any unwary ninjas. The Fish People at the beginning of the stage can be defeated by hitting them with a single Throwing Star, but if they jump forward, you'll need to attack with the Knife. Watch carefully for dark spots in the water in the second part of the stage. Shoot at the spots to prevent the Fish from attacking you.



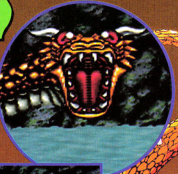


Once the Fish have jumped out of the water you can only defeat them with the Knife.

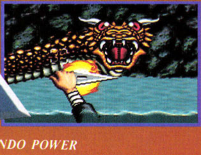


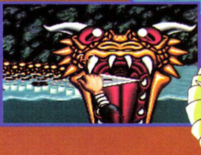
When you fight the enemies in the second half of the stage, watch for dark spots in the water. You can hit these aquatic enemies before they fly out of the water and damage you.

KAO



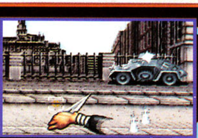
Defeating a powerful dragon like Kao can be difficult, especially for a small but wily human like yourself. When Kao begins his attack, don't use the Throwing Stars, or you'll open yourself up for an attack. Defend against Kao's attacks, then quickly use the Slash Attack when he charges towards you.

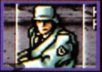




三 STAGE 3

Warped forward to 20th Century France, Shien finds himself fighting against heavily armed enemy soldiers. In the first area of the stage, keep your eye above the road. You can hit all of the enemies by shooting along the top of the road. In the second part of the stage, watch the top of the screen for hidden soldiers or you'll get hit!

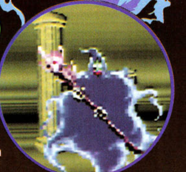


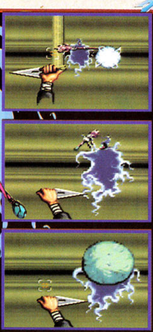


When you face the armored tank, defend with your Knife, then quickly shoot your Stars.

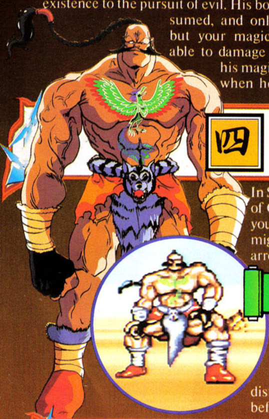
WOLFGANG

Wolfgang is a cruel general who has dedicated his entire existence to the pursuit of evil. His body has long been consumed, and only his spirit remains, but your magical weapons are still able to damage him. Defend against his magical shots and attack him when he moves towards you.

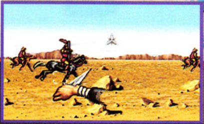




As long as you defend against his magic fireballs, you can wait for him to move towards you, then attack him with your knife. You'll hit him harder and avoid being damaged as well!



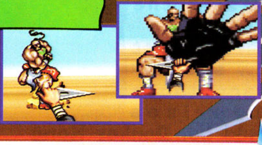
四 STAGE 4



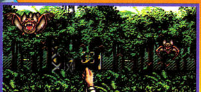
In Stage 4, you'll go up against the Mongol Hordes of Genghis Khan himself. You won't need to use your Slash Attack until you reach the boss, so you might find if safer to defend against the vollies of arrows with your Knife, without trying to defeat the horsemen.

BANGOL

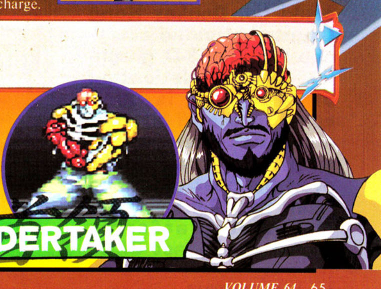
Bangol is the leader of Genghis Khan's troops. He's big, bad, and fights dirty. Shoot one or two Throwing Stars when he's in the distance, then use your Knife on him before he rams you with his charge.



五 STAGE 5



Your search for Aska takes you to the jungles of 21st Century South America. Here, you will need to fight the mercenary army of the Undertaker. When you reach the end of the stage, you must test your skills against a flock of evil bats. If you get overwhelmed, use your magic to clear the screen!



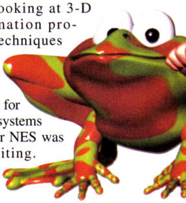
UNDERTAKER

THE MAKING OF DONKEY KONG COUNTRY

The video game jungle is full of surprises. When Nintendo unveiled the trophy from its latest safari, the world learned just how spectacular those surprises could be. Donkey Kong Country stunned everyone with its 3-D graphics. The sophistication of the game is unrivaled in the 16-bit arena, but even more surprising, it surpasses even the best offerings from the 32-bit and 64-bit game platforms shown at the last CES.

The scene above was created using the world's most advanced game development system.

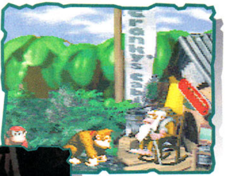
So how did Nintendo do it? The story begins three and half years ago in the English countryside, seemingly an unlikely place to begin hunting for the biggest game in the jungle. At that time, the game developers at Rare Ltd. began working toward a new vision of video games. Tim Stamper, co-founder of Rare with his brother Chris, told Power that they began looking at 3-D animation programming techniques because the new thrust toward digitized graphics for 16-bit game systems like the Super NES was just too limiting. The result of their search

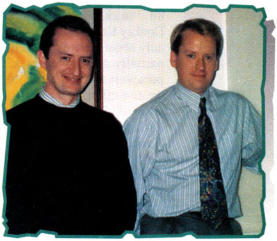


for a better, more versatile medium eventually led them toward 3-D computer modeling using the most sophisticated hardware available. In the early days of the project, Rare experimented with PCs and Macs, but eventually they found that what they needed was the dedicated graphics processing power of Silicon Graphics workstations, which then and now have been recognized as being the best for rendering realistic 3-D images.

> The characters in DK Country are so life-like that they exist with actual skeletons...

But why was digitization and the traditional methods of creating sprites considered to be so limited? The answer to that lies in the methods for creating frames of animation. In the digitization process, actual film is taken of a subject, like Shaquille O'Neil in Shaq Fu or the martial arts experts used in Mortal Kombat II. The individual frames of film are scanned and entered in digital form into the game program, but the movements cannot be altered. A digitized sequence of frames showing an actor's kick is carved in stone, so to speak. And you would be limited to real models. What Rare wanted was to have the freedom to make its characters perform any sort of action, including outrageous or impossible moves, and to do that you had to be able to manipulate every element of a character. Using traditional digitizing techniques would have required a real gorilla who could be trained to grimace on command, perform somersaults or give high-fives—a daunting and expensive task, not to mention the smell, mess and vast banana budget.





Chris and Tim Stamper of Rare Ltd. Tim's vision of a fully rendered video game is coming true.

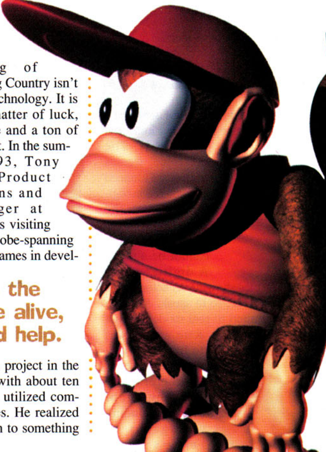
Three dimensional computer modeling provided the answer. Using PowerAnimator software tools from Alias, Rare could create any character it wanted and control the movements of its body and limbs with absolute precision. The characters in DK Country are so life-like that they exist with actual skeletons in the computer environment. To create a specialized motion like the high-five, the programmers just had to move the skeleton by dragging a cursor on the screen. The image of the character overlying the skeletal framework would then move along those same coordinates, creating a super-realistic and fantastically smooth animation sequence.

All graphics elements exist in 3-D in the computer.

DK, friends and foes, can all be manipulated to create any motion or gesture imaginable for the game.

On the Super NES, DK Country outshines more powerful systems.

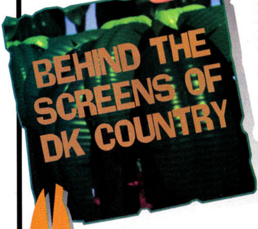
Rare's computer modeling technique places no limits on DK's animation.



The making of Donkey Kong Country isn't only about technology. It is partially a matter of luck, perseverance and a ton of creative effort. In the summer of 1993, Tony Harman, Product Acquisitions and Development Manager at Nintendo of America, was visiting Rare during one of his globe-spanning journeys to find the best games in development. He saw a simple project in the works showing a boxer with about ten frames of animation that utilized computer modeling techniques. He realized that the Stampers were on to something revolutionary when Rare was able to convert that boxer to the Super NES, but to make the dream come alive Rare needed help. When Tony returned to the U.S., he championed the cause and with the backing of Mr. Takeda and Mr. Miyamoto of Nintendo in Japan obtained the go-ahead to allocate funds to apply the new technique to a Nintendo

...to make the dream come alive, Rare needed help.

3-D modeling has reached a new level with the SGI studio at Rare.



BEHIND THE SCREENS OF DK COUNTRY

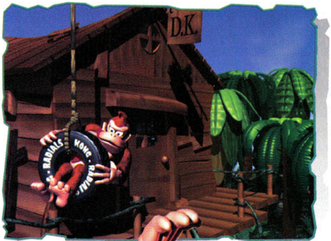
Once it had been decided that the arcade gorilla who put Nintendo on the map more than a decade ago would break ground again with this new game, Nintendo and Rare had to invest heavily in equipment and talent. The first step was to create the ultimate game development studio. As luck or foresight would have it, Nintendo had already been moving in the right direction by forging a relationship with Silicon Graphics for the Ultra 64. This partnership paid off for Rare when more than a truckload of Silicon Graphics equipment worth millions arrived. Even so there were practical problems. Before the new computers could even come on-line, Rare had to make a further investment by providing more raw electrical power to the building. And not only did the SGI behemoths suck energy, they also

"From now on, everyone will have to live up to this game."

No one thought the Super NES could handle such sophisticated programs before DK.

At the heart of the development process was the power of Silicon Graphics computers.

game. It was decided to return to Nintendo's roots by using Donkey Kong as the hero because he had less background than other Nintendo characters, and that meant that Rare could have greater freedom in creating a new DK world. Mr. Miyamoto, Nintendo's ace game creator, designed a modernized DK and Tim Stamper put him into the SGI system. The other pieces of the puzzle began coming together during the fall of '93 and winter of '94. The legion of Kremlings, the crocodile-like enemies of DK Country, had been created for another game in development, but they turned out to be perfect for DK. They added Diddy Kong and Cranky Kong for game play value, plus Rambi (rhino), Winky (frog), Expresso (ostrich) and Enguarde (swordfish) to give the game more variety. As of August, Tim Stamper estimated that the development team had logged 18 man-years of effort, probably the most time ever spent on a single game.



DK had doubters at first, but those who believed in it never gave up.

produced so much heat that during the summer months the studio building's temperature would soar to over 90 degrees inside, requiring an army of huge fans to cool both the equipment and the programmers. Although the computers had been envisioned for developmental use for the Ultra 64, the computer modeling techniques also worked for the Super NES. The conversion to 16-bit graphics, according to Tim Stamper, was the single biggest problem, because it was pushing the Super NES far beyond what anyone thought it could do, sort of like building an engine that could propel a Chevy to the moon. As it turned out, the partnership of SGI and Super NES surprised and thrilled everybody. Tim Stamper is not alone when he says, "From now on, everyone will have to live up to this game."

ALIAS

Also behind the scenes was Alias, a software developer that created the 3-D modeling tools used in Donkey Kong Country. Their software had been used to create dinosaurs in Jurassic Park, but even they were stunned to see how effective the tools could be used in a video game. The Alias tools are also at the heart of the Ultra 64 game development system.

THE GRANDPA OF ALL GAMES

One of the greatest parts of DK Country is the humor, and the funniest material in the game comes from the old ape himself, Cranky Kong, the original character from the arcade game who has returned in special areas of DK Country to dispense his age old wisdom. Back in his day, Cranky had only three frames of animation, and he was darned pleased to have that many, not like these new fangled games. Cranky is only one of the endless surprises DK Country offers players in its 32 megabit world. Next month, Power will give you the first in-depth look at the game play and stages of this 800 pound masterpiece.

THE DK TEAM

HEAD PROGRAMMER
C Sutherland

PROGRAMMERS
B Gunn
M Wilson

ADDITIONAL SOFTWARE
C Stamper
C Tilston
M Mclean
O Norton

CHARACTERS
S Mayles
K Bayliss

OBJECTS
M Stevenson

BACKGROUNDS
A Smith

GRAPHICS MANIPULATION
C Peil

ADDITIONAL GRAPHICS
N Crook

GAME TESTING
H Ward
G Richards
J Stamper
J Hastie

ADDITIONAL TESTING
S Hochberg
E Hochberg
S Austin

NOA Product
Development

MUSIC / SOUND
D Wise
E Fischer
R Beanland

SCHEDULING
S Farmer

HARDWARE
P Cox

SPECIAL THANKS
J Hochberg
A Harman
K Lobb
S Miyamoto
G Takeda
NCL R&D

SOFTWARE SYSTEMS
Alias / Nintendo / Rare
Acm
Rare Systems

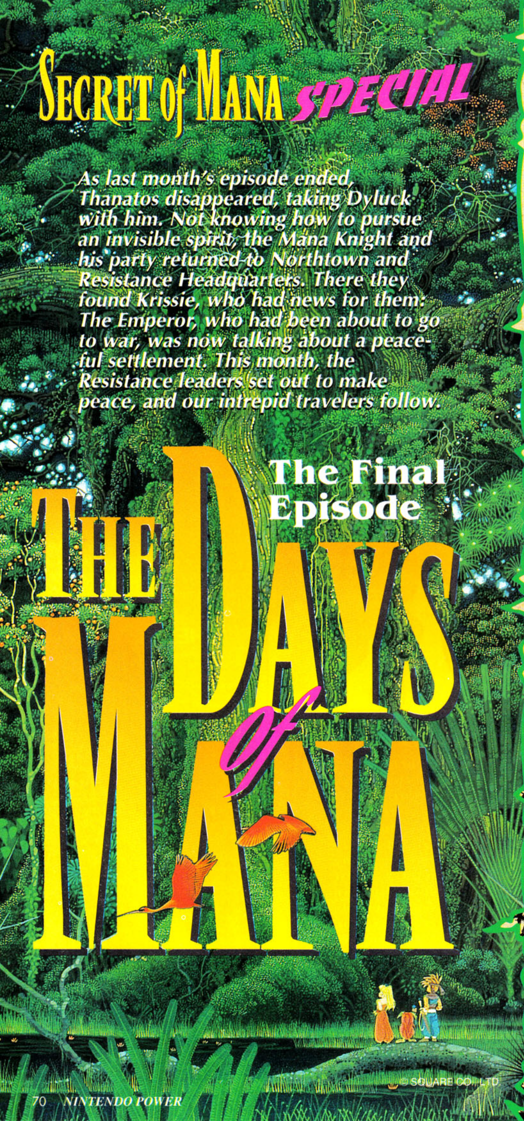
GAME DESIGN
G Mayles

DIRECTOR
T Stamper

PRODUCER
Rare

PRESENTED BY
Nintendo

SECRET of MANA *SPECIAL*



As last month's episode ended, Thanatos disappeared, taking Dyluck with him. Not knowing how to pursue an invisible spirit, the Mana Knight and his party returned to Northtown and Resistance Headquarters. There they found Krissie, who had news for them: The Emperor, who had been about to go to war, was now talking about a peaceful settlement. This month, the Resistance leaders set out to make peace, and our intrepid travelers follow.

THE DAYS of MANA

The Final Episode

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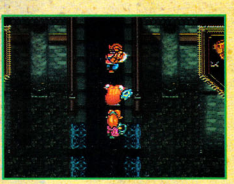
DAY 30

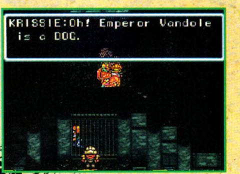
EMPEROR'S CASTLE

After we returned from the Empire Ruins, we went to Resistance Headquarters and talked to Krissie, who told us that the Emperor wanted a peaceful settlement. Krissie and other Resistance members set out immediately for the castle; after replenishing our supplies, we followed.

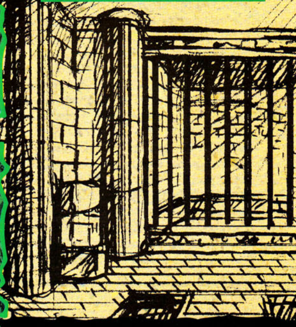


JAILED!

It was a trick! When we got to the castle, the Emperor had us jailed immediately. Krissie and the other Resistance members were also being held in the brig.

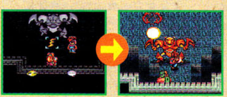


KRISSIE:Oh! Emperor Vandole is a DOG.



METAL MANTIS

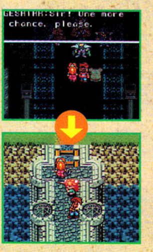
The guards released the Girl, the Sprite and me, but then they shoved us into a dark pit. A Metal Mantis lived there!



This beast was much like the Mantis Ant that I fought back in Potos Village. It seemed like long ago.

GESHTAR AGAIN

We wandered lost until we met the Emperor. At his side was Geshtar. He told the Emperor that he would take care of us.

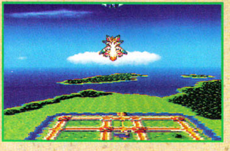


GESHTAR:Sir! One more chance, please.

Thunderbolt Magic had worked very effectively the last time we fought Geshtar, so the Sprite tried using it again. It took longer than before, but we beat him with the Sprite's spell.

FLAMMIE

The castle shook violently! We thought we were doomed, but suddenly a dragon saved us. King Truffle had brought us Flammie.

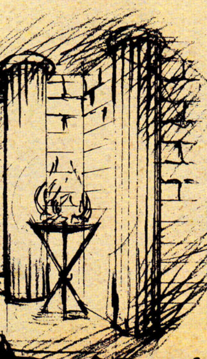


MANDALA TEMPLE

Flammie flew us to Mandala. At the temple, we heard about Sage Joch, who had advice for us.

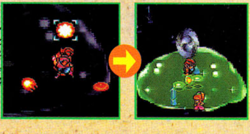
THE DARK PALACE

We figured that Sage Joch was challenging us to find him in the Dark Palace, a multi-level maze that led not to him, as we learned, but to a hidden cave.



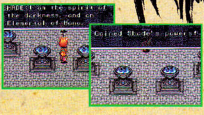
THE LIME SLIME

We met the Lime Slime in the hidden cave. It was a sight to behold, with its gelatinous mass shimmering in the dark. It tried to smother us, but we fought back. The Sprite used Salamando's Magic while the Girl and I relied on weapons. With every successful attack by the Sprite, the Slime's mass diminished slightly until we reached its deadly core.



THE DARK SHADE

The Dark Shade, the Elemental of Dark Power, was the force behind the Lime Slime. He offered the Sprite his awesome powers when we defeated his gruesome guard.



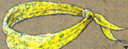
SHADE: I am the spirit of the darkness, and an Elemental of Mana.

Gained Shade's powers!

HELMETS

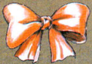
Protective head gear was essential. There was quite a variety for sale in the different areas we visited, and we always bought the best quality helmets that we could afford.

BANDANA



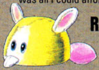
Although the Bandana didn't offer very much protection, it was all I could afford in Potos.

HAIR RIBBON



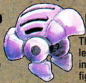
The Hair Ribbon could only be equipped by the Girl, so we bought one after she joined me in Pandora Village.

RABBITE CAP



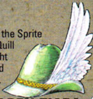
This odd-looking head gear was useful only to the Sprite, who didn't mind wearing it. It did protect, after all.

HEAD GEAR



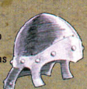
The Head Gear was a leather cap originally intended for street fighting. I was the only one who could wear it.

QUILL CAP



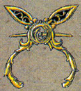
Both the Girl and the Sprite could equip the Quill Cap, a light-weight hat that protected against Rabbites.

STEEL CAP



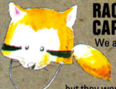
Only I could equip the heavy Steel Helmet, which was commonly part of a soldier's armor.

GOLDEN TIARA



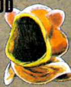
The Golden Tiara was functional as well as beautiful. Both the Girl and the Sprite could use its magical powers.

RACCOON CAP



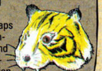
We all felt a bit foolish wearing the strange-looking Raccoon Caps, but they were protective.

QUILTED HOOD



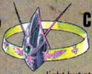
The Quilted Hood, which both the Girl and the Sprite used at times, increased their agility.

TIGER CAP



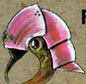
Although these caps were made of synthetic fur, we found them to offer considerable protection.

CIRCLET



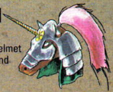
Both the Sprite and I wore Circlets at certain points. They were light but sturdy, and they increased our Spirit by two points.

RUBY ARMET



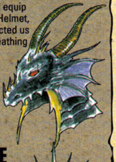
The Ruby Armet was very handsome as well as protective. It protected us from fire.

UNICORN HELMET



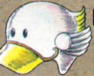
The Unicorn Helmet protected us and increased our Intelligence.

DRAGON HELMET



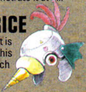
We could all equip the Dragon Helmet, which protected us from fire-breathing monsters.

DUCK HELMET



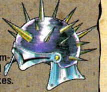
Another odd-looking but useful item was the Duck Helmet. Weak enemies couldn't penetrate it at all.

COCKATRICE



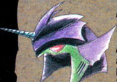
An egg-like crest is emblazoned on this rare helmet, which repelled Stone attacks.

NEEDLE HELMET



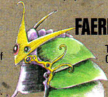
The Needle Helmet was completely covered with steely spikes.

AMULET HELMET



Another beautiful piece of armor, the Amulet Helmet, increased our intelligence by five points.

FAERIE CROWN

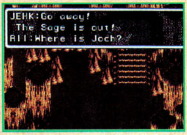


The mystic Faerie Crown had special powers. It could repel Light and Shadow Magic.

DAY 31

LOFTY MOUNTAIN

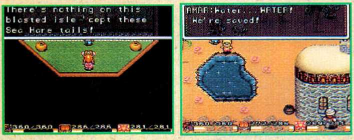
When we returned to the mountains to meet Joch, Jehk told us that he'd gone to Gold Isle. We were disappointed and confused. We called Flammie.



JEHK:Go away!
 The Sage is out!
All:Where is Joch?

THE SEA HARE'S TAIL

We stopped off at a small island and found a Shop offering Sea Hare's Tails. We took one back to Kakkara Village.



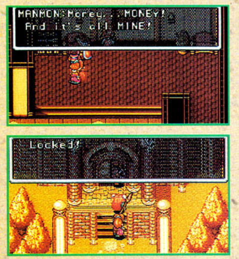
There's nothing on this blasted isle 'cept these Sea Hare tails!

AMAR:Water...WATER!
 We're saved!

The Sea Hare's Tail restored water to Kakkara Village. The elated king gave us the Moogle Belt, which protected us from Moogle attacks, as a reward.

GOLD CITY

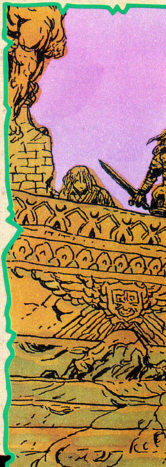
We were awed by the splendor in Gold City. We bought amazing new weapons and talked to the king, who proved to be a greedy man. From the townspeople, we heard about a missing Key.



MANMON:Money...MONEY!
 And it's all MINE!

Locked!

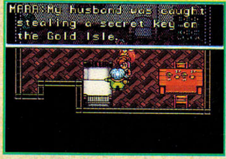
The streets of Gold City were paved with gold, and the trees there bore only golden leaves.



DAY 32

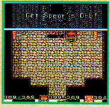
THE TOWER KEY

When we heard that a Tasnican spy had stolen the Key, we thought of mad Mara's husband. We returned to Southtown and, sure enough, she had the Key.


MARA:My husband was caught stealing a secret key on the Gold Isle.

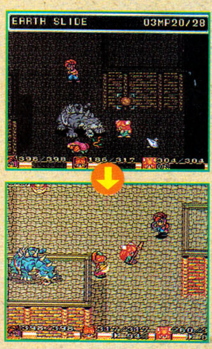
THE GOLDEN TOWER

We used the Key to open the tower. Inside we fought Beast Zombies and found an Orb before climbing to the top, where we came face-to-face with Blue Spike.


Got Spear's Orb!

THE BLUE SPIKE

Blue Spike reminded us of Elinee's vicious Spiky Tiger. It was an unsettling thought, but we remembered that Earth Slide had worked well against that beast, so the Sprite tried it again. We took some damage, but the Gnome's spell worked.

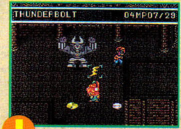


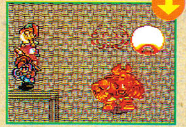
The Sprite cast the Earth Slide spell time after time until we wore Blue Spike down.

After we defeated Blue Spike, we paused a moment to celebrate and regroup, then we walked up through the door that now appeared. How could we have known what was beyond that door? We were in for the fight of our lives, for in the next room, the Gorgon Bull waited.

THE GORGON BULL

The enraged Gorgon Bull charged as soon as we entered his chamber. The Sprite cast Thunderbolt spells in hopes that it was weak against electrical charges.

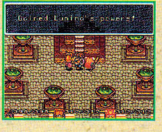




The Thunderbolts worked! Several spells cast in row stilled the giant beast.

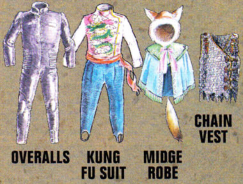
LUMINA

After we beat the bull, we found Lumina, the Elemental of Light, who granted us her special powers.


Gained Lumina's powers!

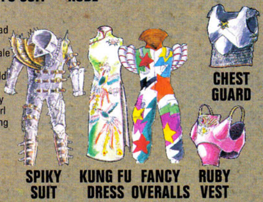
ARMOR

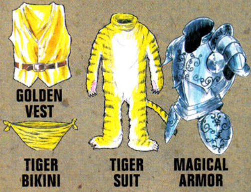
Before going into battle or traveling through dangerous areas, we equipped ourselves with armor.


OVERALLS
KUNG FU SUIT
MIDGE ROBE
CHAIN VEST

When I first set out, I had only leather Overalls for protection. Before we all upgraded to more protective Chain Vests, the Girl wore a Kung Fu Suit and the Sprite donned a Midge Robe. Although these suits of armor offered minimal protection, they were all we had.

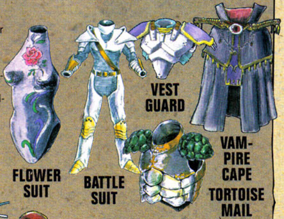
Nekko, the cat, had armor that we hadn't seen for sale anywhere else. Although we could all equip Fancy Overalls and Ruby Vests, only the Girl could use the Kung Fu Dress. The Sprite and I also used Spiky Suits; the Girl and the Sprite once wore Chest Guards.

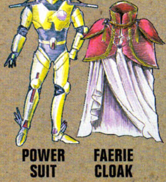

CHEST GUARD
SPIKY SUIT
KUNG FU DRESS
FANCY OVERALLS
RUBY VEST


GOLDEN VEST
TIGER BIKINI
TIGER SUIT
MAGICAL ARMOR

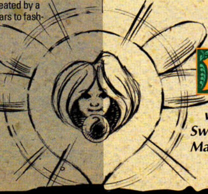
Golden Vests weren't as heavy as you might think. We all equipped them in Kakkara Village. Later, we changed to Tiger Suits. The Magical Armor was expensive, so we bought a couple suits, but we were lucky and found a third suit in a Treasure Chest in the Dark Palace.

Many suits of armor that we bought had magical powers. The Vampire Cape came from the closet of a vampire. It had the special ability to prevent damage from Shadow Magic. The ultra-hard Tortoise Mail was strong enough to withstand even the toughest blows.


VEST GUARD
VAMPIRE CAPE
FLOWER SUIT
BATTLE SUIT
TORTOISE MAIL


POWER SUIT
FAERIE CLOAK

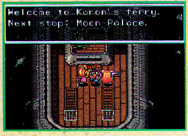
The Power Suit was created by a craftsman who took years to fashion it from specially sealed materials. When I wore it, I didn't worry about Light Magic penetrating its seal. The Faerie Cloak once belonged to a faerie who made it invincible to many forms of magic.

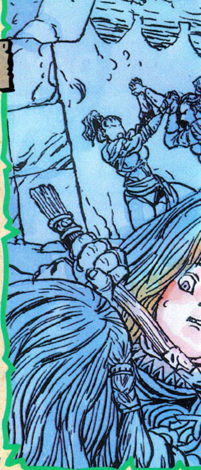


DAY 33

TO THE MOON

When we returned to seek Joch again, he had left for the Moon Palace. As Jehk directed, we traveled to Kakkara Desert and found a ship that took us to the palace entrance.

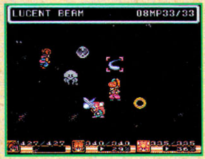

Welcome to Koron's ferry.
Next stop: Moon Palace.



THE MOON PALACE

The palace entrance was guarded by Marmablues. Inside, there was darkness, with only stars and flames to cast a feeble light. We stumbled along, trying to find our way.

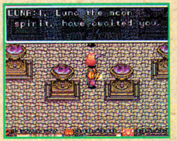
Finally, we found a Crystal, which was also guarded by Marmablues. The Girl used Sylphid's Analyzer Magic to determine that Lumina's Magic would work. She then used a Lucent Beam on the Crystal. It worked! The lights came on so we could see that we were in a room like any other. There, we found Luna, the Moon Elemental.

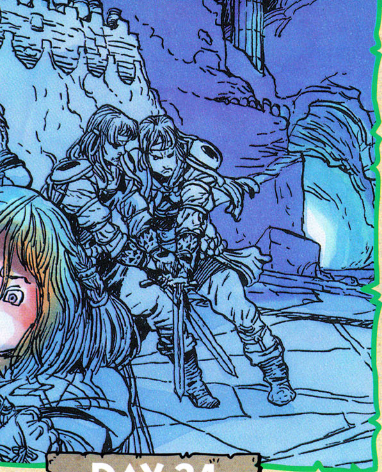

LUCENT BEAM 08MP33/33

427/427
340/340
29%
335/335
36%

LUNA

Luna taught us her special Moon Magic, and we used the Mana Sword to seal the Mana Seed.

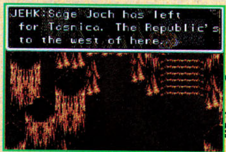

LUNA:I, Luna the moon spirit, have awaited you.



DAY 34

THE MOUNTAIN

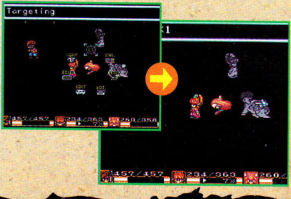
After building experience, we returned to the Mountains again to search for Sage Joch. This time, Jehk issued a challenge.



JEHK:Sage Joch has left for Tasnica. The Republic's to the west of here.

THE TEST

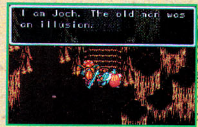
As Jehk directed, we fought through a dark cave to find our doubles. We fought ourselves, one-by-one, to test our courage.



Targeting

THE SAGE?

Finally Jehk revealed that he was really Joch. He had been there all along, waiting for us to prove our courage. Now he told us to seek the Tree Palace.

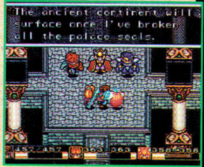


I am Joch. The old man was an illusion.

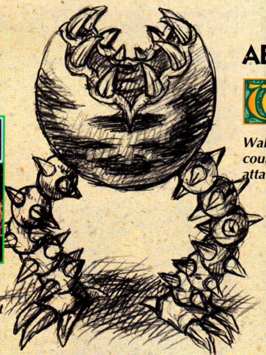
Joch told us that the Tree Palace was above the Coral Reef, so we boarded Flammie.

THE TREE PALACE

We found the Tree Palace above the reef, just as Joch had promised. We landed, only to find that the Emperor had already broken the palace seals and was about to raise the Mana Fortress. With the Emperor was Sheex...or was it?

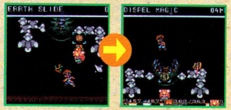


The ancient continent will surface once I've broken all the palace seals.



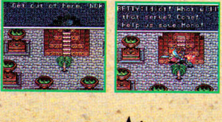
AEGAGROPILON

We saw that Sheex was really the Dark Stalker! He quickly shifted forms and became a strange, clawed creature. He cast the Wall Spell to repel our magic, but we countered with Dispel Magic then attacked with magic of our own.



THE DRYAD

Dryad, the Tree Elemental, told us to leave quickly, but before we left, it joined us.

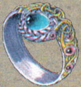


Get out of here. NOW

BETTY:Idiot! What will that serve? Come! Help us save Mana!

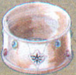
RINGS

Treasures from other times and places, the various Rings imparted special powers.



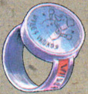
FAERIE RING

Previously the property of a powerful Faerie King, the Faerie Ring was adorned with a precious, magic stone that increased my defensive abilities. It repelled Stone spells.



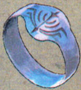
GOLEM RING

A ring belonging to Golem was melted down to make this powerful new bauble. It was helpful to each of us, and we wore it to improve our agility.



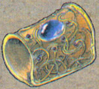
FROSTY RING

The Frosty Ring had the image of a snowman carved into its face. Although it had no special powers, legend said that it brought good luck to those who wore it.



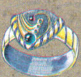
SHIELD RING

Crafted from the same rare metal that gave the Faerie Ring its special powers, the Shield Ring was coveted by many. It projected an aura of power.



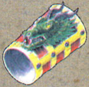
LAZURI RING

The central stone set in the Lazuri Ring was once the eye of a statue, and it was said that it still saw all. It increased its wearer's Spirit and Knowledge.



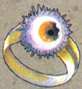
GUARDIAN RING

The Guardian Ring was actually a band intended to be worn on the left wrist. Its magic stone decreased the amount of damage from Fire, Water, Earth and Wind attacks.



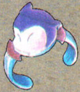
DRAGON RING

It was believed that a dragon's spirit had been sealed in this ring's red stone. The spirit lessened the intensity of Fire Breath attacks.



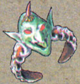
WATCHER RING

The spirit of an all-seeing eye monster was captured and sealed in the Watcher Ring. It knew all and saw all and was able to repel attacks of Light Magic



IMP RING

The Imp Ring was a wristband into which an Imp's face had been etched. It was originally a powerful charm, and it retained the ability to repel Fire and Ice attacks



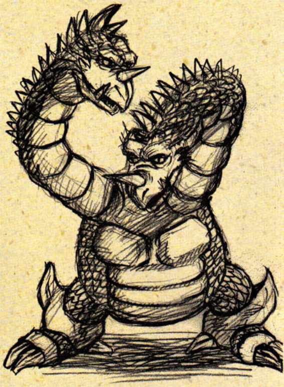
AMULET RING

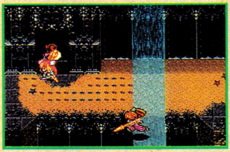
A famed and skillful jeweler took 20 years to craft the renowned Amulet Ring, a band that I wore on my left wrist. It repelled Shadow Magic.

DAY 35

UNDERGROUND CITY

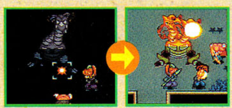
As the new continent rose from the mists, with it came the Grand Palace. We were eager to go inside, but Jema met us at the door and told us to hurry to the Underground City while he and his troops defended the palace.





HYDRA

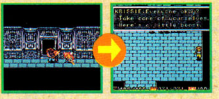
We waded through the flooded tunnels to Hydra's chamber. The dual-headed beast was brutal, but the Sprite won the upper hand by using Exploder Spells.



Hydra looked like the Jabberwocky we fought in the Water Palace. Salamando's Magic was powerful against it, so the Sprite cast Exploder Spells.

RESISTANCE HEADQUARTERS

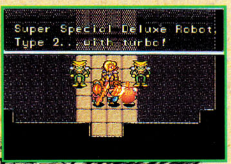
After beating Hydra, we continued to Resistance Headquarters, where me met Krissie and learned a mysterious code: Red, Blue, Yellow, Green.



KRISSIE:Everyone okay?
Take care of yourselves.
Here's a little boost.

KETTLE KIN

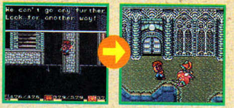
Later, we ran into the pirates we'd met in the Desert, and they let loose another robot. This one, Kettle Kin, was more powerful than Kilroy had been.



Super Special Deluxe Robot;
Type 2...with turbo!

GRAND PALACE

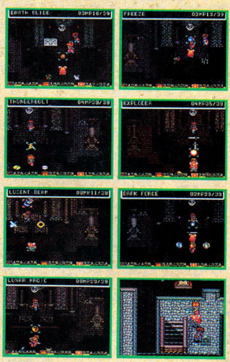
After replenishing supplies, we returned to the Grand Palace. We tried to enter through the main gate, but it was too dangerous. We found a safer entrance outside on the lower level.



We can't go any further. Look for another way!

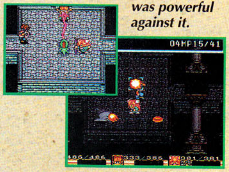
ORBS & SWITCHES

There were many Crystals, and we found that each had its purpose. One room we came to had four floor switches, but we didn't trigger them all at once.



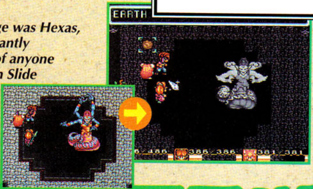
SNAP DRAGON

The Snap Dragon brought back nightmarish memories of the Biting Lizards, but Salamando's Magic was powerful against it.

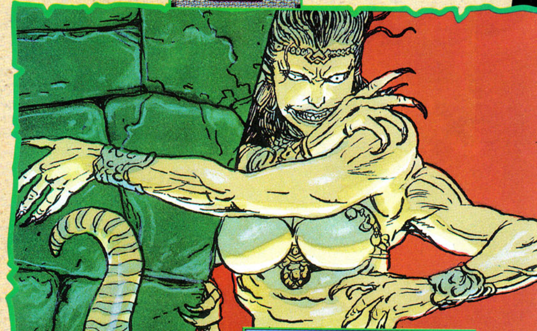


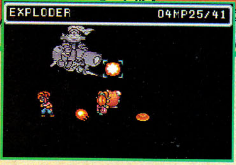
HEXAS

Our next challenge was Hexas, whose gaze instantly made pygmies of anyone it reached. Earth Slide sapped much of the Sprite's magic, but it finally laid the beast to rest.



The Sprite cast Earth Slide over and over until Hexas finally slithered to its doom.



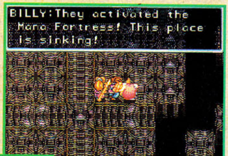


MECHRIDER #3

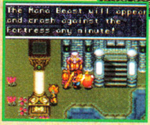
Geshtar...again!! We were low on energy and magic power after battling Hexas. Our only hope was to sap Geshtar's strength by casting Magic Absorb and Hit Power Absorb spells. It worked! We refilled our energy and magic at his expense.

THE GRAND PALACE–GONE

We managed to defeat Geshtar—for the final time, we hoped—but Thanatos once again escaped. And before he got away, he activated the Mana Fortress, and the Grand Palace immediately began to sink. As we fled the palace, we met Jema and Krissie outside. Although the Mana Beast was on the loose and the situation looked bleak, Jema told us that, if we found the Mana Tree and powered up the Mana Sword, we might be able to conquer the Mana Beast. Choice? We had no choice. It was time to find the Mana Tree and Pure Land.



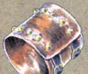
BILLY: They activated the Mana Fortress! This place is sinking!



The Mana Beast will appear and crash against the Fortress any minute!

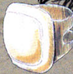
ARM GUARDS

The Arm Guards we wore were not only decorative, they were essential parts of our armor.



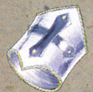
WRIST BAND

The basic Wrist Band was made of thick, pounded leather that provided little protection. I wore one of these early in my adventure but later bought more powerful bands.



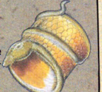
ELBOW PAD

The Elbow Pad was crafted from the same processed leather used to make the Wrist Band, but it offered slightly more protection. It was adequate for fighting weak monsters.



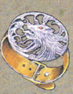
POWER WRIST

When we were able to buy Power Wrists, they made a big difference. They boosted our fighting power by five points and helped us destroy enemies that we met early on.



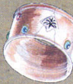
COBRA BRACELET

Cobra Bracelets were not only shaped like snakes, they were made of cobra skins that had special powers. We were able to neutralize Poison attacks while wearing them.



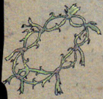
WOLF'S BAND

A magical gem was the eye of the wolf carved into the Wolf's Band. This handsome arm guard had the power to increase its wearer's battle agility by two points.



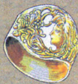
SILVER BAND

A miniature version of the Mana Tree was etched into this fine arm guard. The Mana Tree gave it unusual power that increased intelligence and improved defensive abilities.



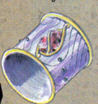
IVY AMULET

The Ivy Amulet was actually a garland of braided herbs. It was said to have medicinal properties that warded off the effects of Poison and Sleep attacks.



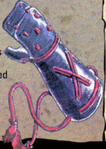
GOLD BRACELET

A relief of the infamous Medusa adorned the Gold Bracelet. Medusa absorbed many enemy attacks and had the power to petrify monsters who gazed on the bracelet.



GAUNTLET

A well-known wizard took a simple glove and used magic to turn it into the Gauntlet, an amazing piece of armor that increased my Power by five points.



NINJA GLOVES

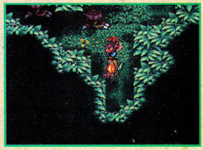
The origin of the Ninja Gloves was shrouded in mystery, but many thought that they were once owned by a Ninja Warrior. Wearing the gloves improved my agility.

DAY 36

PURE LAND

Before we set out for Pure Land, we met Nekko outside the Grand Palace. He had armor unlike any we'd ever seen, so we bought what we could afford, then we took wing. We found Pure Land deep within a volcano.

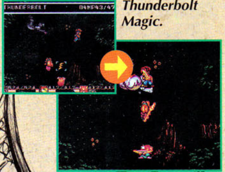
GRIFFIN HANDS



We'd hardly set foot in Pure Land before we were attacked by Griffin Hands. They were everywhere, but we fought them off and gained lots of experience in the process.

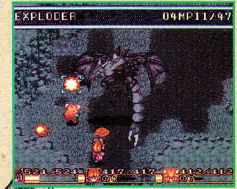
DRAGON WORM

The next danger we encountered in the forest was a great, squirming beast known as the Dragon Worm. It had magical powers but we pounded it with Thunderbolt Magic.



SNOW DRAGON

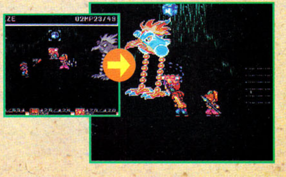
Our next challenge was the Snow Dragon, a huge monster that attacked with icy breath. Salamando's Magic soon thawed it to a harmless, melting mass.

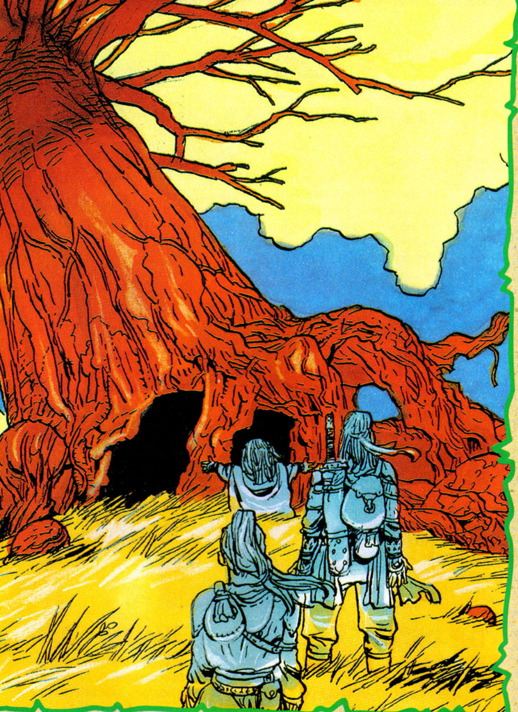


The Snow Dragon's breath could freeze us in our tracks, but the beast couldn't take the heat of Salamando's Magic.

THE AXE BEAK

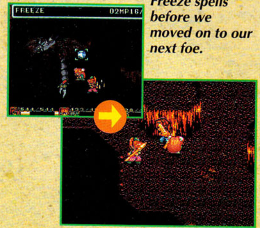
When we entered a cave, we were instantly ambushed by a giant bird-beast. It cast powerful Fire spells, but we countered with Undine's Freeze Magic.





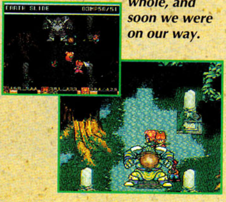
THE RED DRAGON

Next we met a massive Red Dragon. We were not surprised by its fiery attacks, but we didn't fight fire with fire. We cooled it with more Freeze spells before we moved on to our next foe.



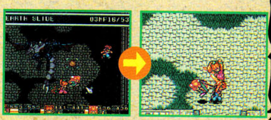
THUNDER GIGAS

The Thunder Gigas took shape before us, blocking the way. He disappeared and reformed himself at will, but we couldn't move on until we destroyed him. The Sprite cast Earth Slide whenever he appeared whole, and soon we were on our way.



THE BLUE DRAGON

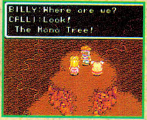
Beyond the next gate was another dragon, this one blue. Although it fought in much the same fashion as the red one, the Blue Dragon's weakness was Earth Slide.



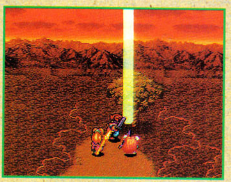
Would the attacks never end? As soon as we stepped through the gate, we met another dragon. The Sprite handled this one with Earth Slide spells.

THE MANA TREE

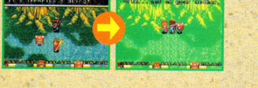
Finally! Before us in the distance stood the awe-inspiring Mana Tree. We paused to take in its beauty, but as we stood there, Thanatos used the power of the Mana Fortress to reach down and shatter the tree before our very eyes. The blast knocked us out, but as we regained consciousness, we heard a gentle voice calling out to us.



BILLY:Where are we?
CALLI:Look!
The Mana Tree!



It was the Mana Tree speaking, revealing many secrets. My father, it seems, had been the Mana Knight, Serin. The spirit of my mother, also of the Mana Tribe, had become the Mana Tree. I was destined to stop the Mana Beast.



BETTY:What the... after all
we've been through!
It's THANATOS's doing!

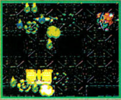
MAGIC SPELLS

Before we sought out the Mana Fortress, we knew that our weapons and spells had to be at their most powerful levels.

GNOME

The Gnome's power let the Sprite attack with Earth Slide and Gem Missile. The Girl used his Magic to cast Stone Saber, Defender and Speed Up spells.

UNDINE

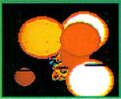


Undine's Magic gave the Girl power to heal, while the Sprite used her magic to cast powerful Freeze, Acid Storm and Energy Absorb spells.

SYLPHID

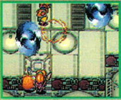
The Girl was able to Analyze enemies' weaknesses using Sylphid's Magic. Air Blast, Thunderbolt and Silence were spells Sylphid granted the Sprite.

SALAMANDO



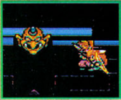
Salamando, the Fire Elemental, gave both the Girl and the Sprite the power to cast fiery spells, such as Exploder, Fireball, Lava Wave and Blaze Wall.

SHADE



Shade gave his dark powers only to the Sprite. He taught it how to cast Evil Gate, Dark Force and Dispel Magic, which repelled enemy magic spells.

LUMINA



While the Sprite gained dark powers, the Girl learned powers of light from Lumina. Lumina's spells included Light Saber, Lucent Beam and Lucid Barrier.

LUNA

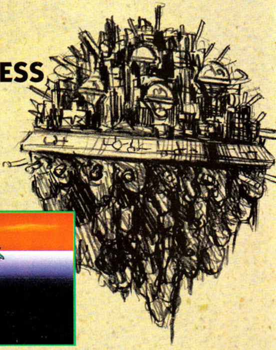
Luna granted moon powers. The Girl learned Moon Saber, Lunar Boost and Moon Energy, and the Sprite mastered Change Form, Lunar Magic and Magic Absorb.

DRYAD

Dryad taught vital and powerful spells. To the Girl, he taught Revivifier and Wall. To the Sprite, Dryad taught Burst and Sleep Flower.

DAY 37

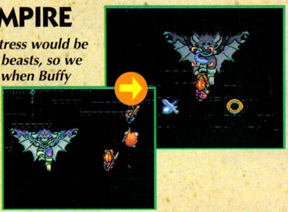
THE MANA FORTRESS



Before we climbed aboard Flammie to find the flying Mana Fortress, we went to the Ice World and built all of our weapons and magic to Level 8. All powered up, we took flight and raced through the sky to find the fortress. Flammie dropped us on its deck, we took deep breaths and marched to its entrance.

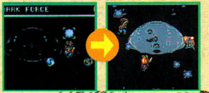
BUFFY THE VAMPIRE

We knew that the fortress would be packed with brutal beasts, so we were not surprised when Buffy the Vampire attacked. We avoided Buffy's grasp at all costs—it would have sucked the very life from us. Level 8 Lucent Beam shed searing, deadly light on Buffy's dark world.



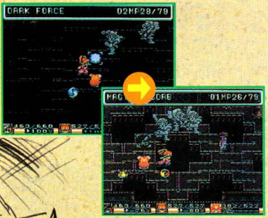
THE DREAD SLIME

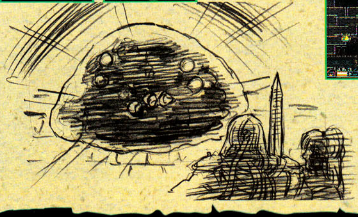
The Dread Slime was like the Lime Slime—only deadlier. Sylphid's Analyzer showed that it feared Shade, so the Sprite attacked it with Dark Force spells, one right after the other. The Slime shrank into a small ball and expired.



THE TERMINATORS

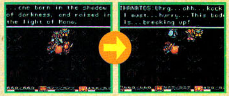
The next major enemies we battled were the Three Terminators. We attacked with magic before they had a chance to strike, so we quickly dispatched them.





THANATOS & DYLUCK

After transporting to a new area, we came upon Thanatos and Dyluck. Thanatos had been planning to take over Dyluck's body, but the Girl stopped him.

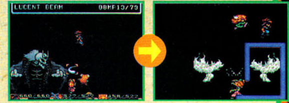


...one born in the shadow of darkness, and raised in the light of Mana.

THANATOS:Uhrg...ohh...kack I must...hurry...This bod is...breaking up!

DARK LICH

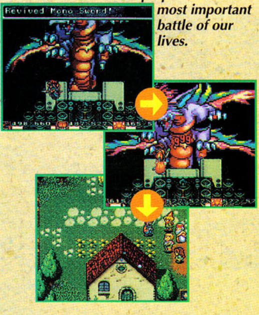
As Thanatos's body disintegrated, the Girl and Dyluck fought his dying efforts. Dyluck used the last of his strength to destroy Thanatos, but as Thanatos faded, Dark Lich, master of the underworld, appeared. We battled his dark forces with light.



Dark Lich had incredible strength, but the Girl's Lumina Magic was also strong. The fierce battle raged on and on; the Girl cast spell after spell.

THE MANA BEAST

Even as we celebrated beating Dark Lich, we felt a tremor and realized that the Mana Beast was attacking the fortress. If the beast destroyed the fortress, the entire world would be lost. We climbed to the tower and prepared for the most important battle of our lives.



Revived Mana Sword!

THE FINAL CHAPTER

We could strike only when the beast was directly in front of us. The battle raged, the Sprite depleted Mana, and I fought with every ounce of energy I had. In the aftermath, even with the glow of victory, I couldn't help but feel that the fight had taken a terrible toll. My parents, Dyluck and even the Sprite had paid a great price.

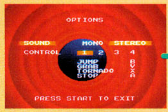
CLASSIFIED INFORMATION

TAZ-MANIA

From Agent #748

Super Continue Code

Agent #748 has discovered a super special code that will help even the newest player finish Tazmania. When you enter this code, you'll begin the game with 20 extra Continues, giving you several chances to get past the toughest stages. Before you begin playing, press the Select Button to bring up the Option Screen, then carefully press Y, X, B, X, A, X, L, R, A, X, then A. If you enter the code correctly, the number 20 should appear below the word Options on the menu.

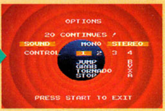


```
OPTIONS

SOUND      MONO  STEREO
CONTROL    1  2  3  4
           JUMP       B
           GRAB       Y
           TORNADO    X
           STOP       A

PRESS START TO EXIT
```

Before you begin playing, press Select to bring up the Option Screen.



```
OPTIONS

20 CONTINUES !
SOUND      MONO  STEREO
CONTROL    1  2  3  4
           JUMP       B
           GRAB       Y
           TORNADO    X
           STOP       A

PRESS START TO EXIT
```

If you enter the code correctly, you will have 20 Continues when you start.

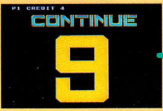
TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

From Agent #323

Extra Turtles

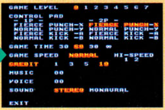
If you use this great code before you start a new match in TMNT Tournament Fighters, you will increase your chances of making it past all of the bosses in the game. When you first turn on the power, wait for the Title Screen to appear, then enter the code. On Controller II, quickly press the B Button three times, the A Button three times, then the X Button seven times. If you enter the code correctly, you should hear an explosion.
After you get past the tricky area, you can continue playing as normal.

On Controller II, press B 3 times, A 3 times and X 7 times.



```
P1 CREDIT 4
CONTINUE
9
```

Normally, you'll get only five chances to beat the Rat King.



```
GAME LEVEL     0 1 2 3 4 5 6 7
CONTROL PAD
 - 1P -               - 2P -
 FIERCE PUNCH-X   FIERCE PUNCH-X
 NORMAL PUNCH-Y   NORMAL PUNCH-Y
 FIERCE KICK -A   FIERCE KICK -A
 NORMAL KICK -B   NORMAL KICK -B
GAME TIME 30 60 90 ∞
GAME SPEED   NORMAL     HI-SPEED
                          1 2
CREDIT     1  3  5  10
MUSIC      00
VOICE      00
SOUND      STEREO MONAURAL

EXIT
```

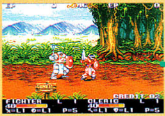
Enter this code and you'll have ten chances to beat him.

THE KING OF DRAGONS

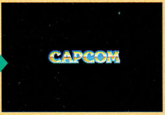
From Agent #991

Same Players Code

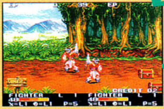
When you play a fighting game with a friend, do you find that you both want to use the same character? This code will eliminate that problem in Capcom's The King of Dragons. When you first turn on the power and the Capcom Logo appears, quickly press Down, R, Up, L, Y, B, X and A on Controller I. If you enter the code correctly, both players can use the same character to play through the game.



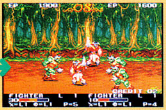
If you play the game without the code, each player will need to use a different fighter.



When you first turn on the power, wait for the Capcom Logo, then quickly enter the code.



Now each player can select the same character to fight with.



If you don't keep track of your fighter, things can become confusing.

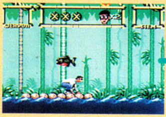
LESTER THE UNLIKELY

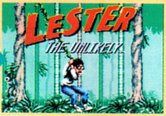
FROM AGENT #820

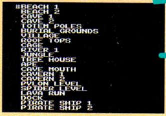
Stage Select

If you are having trouble with any of the stages in Lester the Unlikely, you can use this code to skip past the tough spots. On the Title Screen begin pressing X, then Y repeatedly. Continue to press the buttons until the Stage Select appears on the screen. When the Stage Select screen appears, pick the stage you want to go to, then press Start to begin playing.

At the Title Screen, press X, then Y repeatedly.

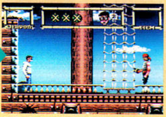

Some of the stages in the game can be difficult to finish, especially for beginners.


When the Title Screen appears, press X then Y repeatedly.



```
#BEACH 1
 BEACH 2
 CAVE 1
 CAVE 2
 TOTEM POLES
 BURIAL GROUNDS
 VILLAGE
 ROOF TOPS
 CAGE
 RIVER 1
 JUNGLE
 TREE HOUSE
 APE
 CAVE MOUTH
 CAVERN 1
 CAVERN 2
 PYLON LEVEL
 SPIDER LEVEL
 LAVA RUN
 DOCK
 PIRATE SHIP 1
 PIRATE SHIP 2
```

Continue to press the buttons until the Stage Select appears.


Now you can skip to the end of the game if you want to!

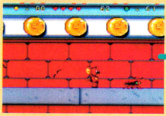
TOM & JERRY

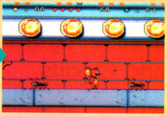
FROM AGENT #502

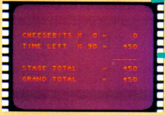
Stage Skip

This code will let you skip to any stage of the game, Tom & Jerry, for the Super NES. Begin playing a game as you normally would, then press the Start Button to pause the game. Press L, X, A, Y, Y, B, R on Controller I, then press Start to resume playing. When the action starts up again, you will automatically skip to the next stage. Repeat this code as often as you need to get to the stage you want to play.

Pause the game, then press L, X, A, Y, Y, B and R.

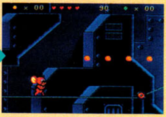

Begin a new game and start playing as you normally would.


Anytime during the game, press the Start Button to pause the game.



```
CHEESEBITS X  0 =      0
TIME LEFT  X 90 =    450
                  ------
STAGE TOTAL     =    450
GRAND TOTAL     =    450
```

On Controller I, press L, X, A, Y, Y, B, R, then press Start to resume playing.

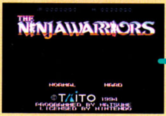

When the action starts up, you'll automatically skip to the next stage.

THE NINJA WARRIORS

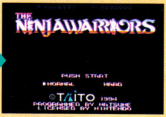
FROM AGENT #882

Sound Test

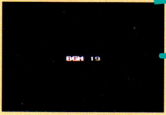
Use this code to sample all of the different sounds included in Ninja Warriors by Taito. When the Title Screen appears, wait until you see the words "Press Start" begin to flash, then hold the L and R Buttons and press Start. On the Sound Test Screen, use the Control Pad to select between the 23 different sounds.



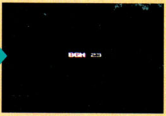
When you first turn on the power, wait for the Title Screen to appear.



When "Press Start" begins to flash, hold L and R, then press Start.



Use the Control Pad to select between the different samples of music.



There are 23 different sounds for you to sample.

CLASSIFIED INFORMATION

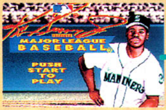
Ken Griffey Jr. PRESENTS MAJOR LEAGUE BASEBALL

From Agent #024

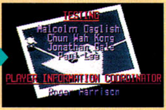
End Credits

In Ken Griffey Jr. Presents Major League Baseball, the only way you can normally see the end credits is to finish an entire season. Use this easy code on the Title Screen to skip past the season, and go straight to the credits. On Controller I, press B, A, Down, B, Up, B, B, and then A and the credits will begin rolling!

On the Title Screen, press B, A, Down, B, Up, B, B, then A.


MAJOR LEAGUE BASEBALL
PUSH START TO PLAY
MARINERS

On the Title Screen, enter the code above using Controller I.


TESTING
Malcolm Daglish
Chun Wah Kong
Jonathan Gale
Paul Lee
PLAYER INFORMATION COORDINATOR
Roger Harrison

If you enter the code correctly, the credits will begin to roll.

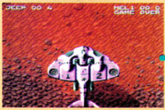
Firepower 2000

From Agent #270

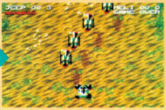
Stage Skip Codes

You can use these tricky codes to skip past any of the stages in the game. While you are playing,pause the game, then enter the correct code to jump ahead one stage. You can only skip one stage at a time, but you can work your way to the end of the game if you use all of the codes.

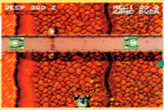
Stg. 1 to Stg. 2 - R, L, R, R, L, L, R, L, R, R, L, L
Stg. 2 to Stg. 3 - R, L, R, R, L, L, R, R, R, L, R, R
Stg. 3 to Stg. 4 - L, R, L, L, R, R, L, L, L, L, R, R, R, L
Stg. 4 to Stg. 5 - R, R, R, L, L, L, R, R, L, L, R, L, R, L
Stg. 5 to Stg. 6 - R, L, R, L, L, L, R, R, L, L, R, L, R, L, L


JEEP 00 4
HELI 00 0
GAME OVER

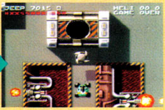
While you're playing, press the Start Button to pause the game.


JEEP 00 3
HELI 00 0
GAME OVER

Select the correct code for the stage you're on, and enter it carefully.


JEEP 300 2
HELI 00 0
GAME OVER

You will skip to the beginning of the next stage.


JEEP 7015 0
HELI 00 0
GAME OVER

Enter the next code if you want to skip further along in the game.

EA SPORTS PRESENTS MLBPA BASEBALL

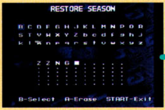
From Agent #610

Power Passwords

Agent #610 has discovered three more special passwords that you can use to alter your game when you play MLBPA Baseball. To use the passwords, select the Resume Season Option, enter your password, then Start to begin a ball game. If you want, you can use the codes together and customize your own game.

THROWING SPEED ....ZZNG
HYPER SPEED ....VRRRM
ADVANCED PLAY XXXX

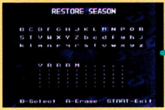
THROWING SPEED


RESTORE SEASON
B C D F G H J K L M N P Q R
S T V W X Y Z b c d f g h j
k l m n p q r s t v w x y z
Z Z N G
B-Select A-Erase START-Exit

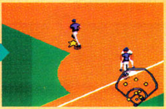
Enter the password ZZNG, then begin a new game.

Your players will run twice as fast as they did before.

HYPER SPEED

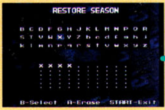

RESTORE SEASON
B C D F G H J K L M N P Q R
S T V W X Y Z b c d f g h j
k l m n p q r s t v w x y z
V R R R M
B-Select A-Erase START-Exit

Enter the password VRRRM to play with Hyper Running.



Your players' throwing speed will have been doubled.

ADVANCED PLAY


RESTORE SEASON
B C D F G H J K L M N P Q R
S T V W X Y Z b c d f g h j
k l m n p q r s t v w x y z
X X X X
B-Select A-Erase START-Exit

Enter the password XXXX, then begin playing a new game.

ATLANTA at SEATTLE

The computer players will be tougher to beat than before.

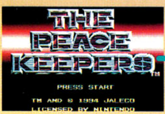
THE PEACE KEEPERS™

From Agent #447

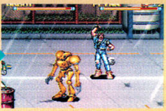
Extra Characters Code

Normally, you can only choose from among the four main fighters when you play The Peace Keepers by Jaleco, but if you enter this code you can choose from two extra characters. On Controller I, hold the L, R and A Buttons, then turn on the power. Continue to hold all of the buttons until "Press Start" appears. Release the buttons and begin a new game. When the Character Select Screen appears, you can choose either one of the extra fighters.

Hold L, R and A on Controller I then turn on the power.



Hold L, R and A then turn on the Power. Release the button when "Press Start" appears.



When you begin a new game, you can choose either of the extra fighters.

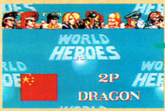
WORLD HEROES

From Agent #302

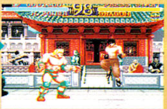
Color Change

Use this simple code to change the appearance of your fighters in World Heroes by Sunsoft. Select either a one or two-player game, then highlight your favorite fighter on the Player Select Screen. Press the Start and Select Buttons simultaneously to change your fighters' colors. NOTE: Some of the color changes are small, such as light blue to dark blue. Turn on the power. Continue to hold all of the buttons until "Press Sart" appears. Release the buttons and begin a new game. When the Character Select Screen appears, you can choose either one of the extra fighters.

On the Player Select Screen, press Start and Select at the same time.



Start either a one or two-player game, then highlight your favorite fighter.



Press the Start and Select Buttons at the same time to change the colors.

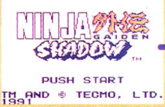
NINJA 外伝 GAIDEN SHADOW™

From Agent #927

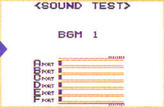
Sound Test

If you want to take a little break from the action in Ninja Gaiden Shadow, you can check out all of the music in the game with this Sound Test. On the Title Screen, Hold Right, B and A, then press the Start Button to go to the Sound Test Screen. Press Up or Down to cycle through the sounds, then press the A Button to listen to them.

On the Title Screen, Hold Right, B and A, then press the Start Button.



On the Title Screen, enter the code.

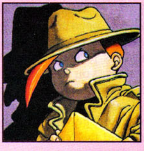


On the Sound Test Screen, press Up or Down to cycle through the music.

SECRET AGENTS WANTED

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733



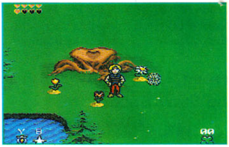
COUNSELORS' CORNER

YOUNG MERLIN

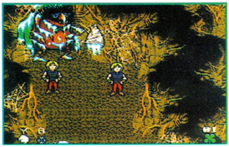
HOW DO I DEFEAT SPYDER AND ITS OFFSPRING?

Theresa Tibbs

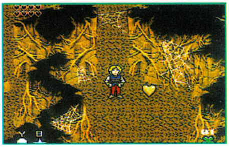
Before you take on Spyder in the Elven Hollow, exchange three Wooden Hearts for the Snowflake at the Heart Tree in Pinedale. You'll receive the Snowflake when you trade in the third Wooden Heart. Return to the Elven Hollow and find Spyder and its nest. Use your Mirror to distract the little spiders that crawl from the nest, then use the Snowflake to freeze everything in the area. Attack the nest with your Silver Star. The nest will thaw when you hit it, so you'll have to avoid the little spiders while your Snowflake recharges. Keep hitting the nest with the Silver Star until you destroy it. When you do, Spyder will leave.



When you trade in the third Wooden Heart at the Heart Tree, you'll receive the Snowflake in return.



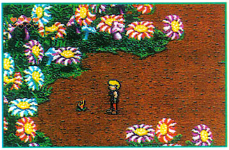
Use your Mirror to confuse the little spiders, then use the Snowflake to freeze Spyder and the nest.



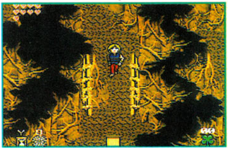
Keep striking the nest with your Silver Star. When you destroy it, Spyder will depart.

HOW DO I KEEP THE GATE OPEN LONG ENOUGH TO WALK THROUGH IT?

Stepping onto the floor plates opens the gates, but they won't stay open long enough for you to walk through unless you use the Hourglass to stop time. To get the Hourglass, you must take the fourth Wooden Heart and the Yellow Lily to the Heart Tree. After you defeat Spyder and get the fourth Wooden Heart, find the Yellow Lily in one of the garden areas.



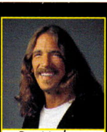
Use the Snowflake to make the three mushrooms disappear, then walk down to pick the Yellow Lily.



To hold the gate open, step onto the floor plate then activate the Hourglass. Hurry through the gate.

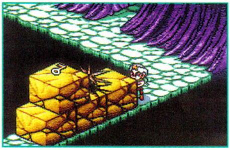
EQUINOX

HOW DO I REACH THE KEY IN TORI, ROOM 10?

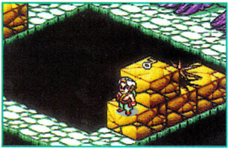


Pat Matheny

The White Key in Room 10 appears to be out of reach, but if you push hard in the right place, you can move the blocks and step up to the key. You can't jump up from the left side of the stack. Instead, walk around and push on the blocks from the right. Keep pushing until they budge. When you've pushed a whole block out on the left, walk back around and use it to step up to the key.



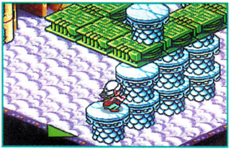
Stand on the right side of the stack. Begin pushing from the right, and keep at it until the blocks budge.



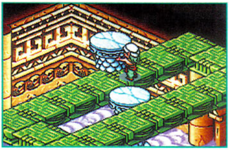
Keep pushing until one block slides out on the left side of the stack. Use it as a step to get the key.

HOW DO I REACH THE TOKEN IN DEESO, ROOM 13?

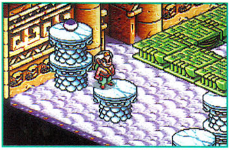
This is one of the most difficult tokens in the game to retrieve. First, you'll have to use the pedestals in the lower part of the room to jump up to the ring of green tiles overhead. Once you're on the ring, follow the moving pedestal until it begins to move left, then push it to the left until it starts to move up. Run around to its right side and begin pushing it to the left again. Keep shoving it until it falls to the floor below, then jump down and slide it over to the corner near the token. Jump up on the pedestal to reach the token.



First, jump up to the ring of tiles overhead using the stack of pedestals in the lower part of the room.



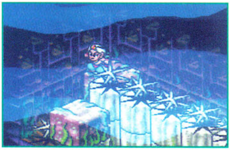
Push the pedestal to the left until it begins to glide up, then run around to the right and shove it left.



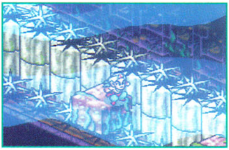
Keep pushing until the pedestal falls off, then jump down and slide it over next to the token.

HOW DO I REACH THE TOKEN IN ATLENA, ROOM 14?

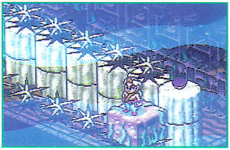
Timing your jumps in Room 14 is the most difficult part of reaching the token. Follow this pattern to successfully complete the sequence. As soon as you enter the room, jump onto the red block on the left. Stay on the block until it has tapped the left wall four times. As it hits the wall for the fifth time, jump down to the next moving block. Stand on the right side of the block and ride it to the right one time. When it gets all the way to the right for the second time, jump to the next moving block and ride it to the right to get the token.



First, ride the red block on the left until it has hit the wall four times, then jump to the next moving block.



Stand on the right side of the second block. When it glides to the right the second time, jump.



Ride the third block to the right side of the room, then jump up to reach the token.

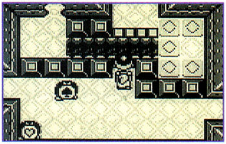
THE LEGEND OF ZELDA

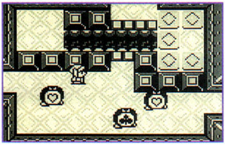
LINK'S AWAKENING

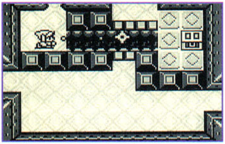
HOW DO I REACH THE NIGHTMARE IN THE EAGLE'S TOWER?

Greg Wallace

You must use the black orb to destroy the four pillars on the second floor of the tower to make the door to the Evil Eagle's Lair appear. Take the orb to each of the rooms and throw it at the pillars to crush them. It's a simple matter to destroy three of the pillars, but reaching the one in the southwest pillar room is more complicated. Take the orb to the room below the southwest pillar and throw it over the barricade. Next, match the suits on the Three-of-a-kind to make a Treasure Chest appear on the other side of the barricade. Walk Left one, Up two, Right one, then bomb through the walls to go Down two. Hookshot over to the Treasure Chest on the right, then pick up the orb and carry it up to the pillar in the room above. When you destroy the last pillar, Floor 4 will collapse onto Floor 3, and you'll be able to climb to the Evil Eagle's Aerie.

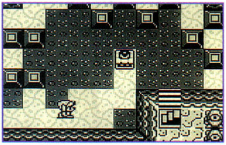

Take the black orb to the room below the southwest pillar and throw it over the barricade there.

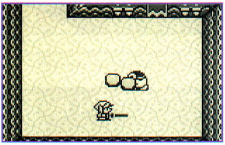

Strike the three parts of the Three-of-a-kind when they're on the same suit to make a Chest appear.

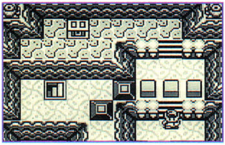

Go Left one, Up two, Right one and Down two. Hookshot over to the chest and pick up the orb.

HOW DO I GET THE MAGIC ROD?

From the entrance to Turtle Rock, walk Up two rooms, then go Right one. Push the Flashing Block Right to the wall, then Up. Go Up one, unlock the Locked Block and go Right two screens. Continue Up one, bomb through the wall and walk Left through three rooms. Unlock the Locked Block and go Right one. Hookshot over to the Locked Block, unlock it, then take the stairs. Exit and go Down one to fight Blaino.

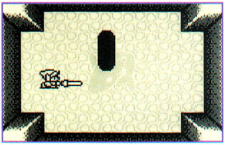

Push the Flashing Block right to the wall to make a path, then shove it straight up.

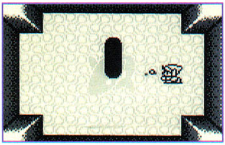

Blaino is a skilled boxer, so stay out of his reach. Attack him only when he's facing away from you.


Hit the Crystal Switch, then return to the room above Blaino's chamber to get the Magic Rod.

HOW DO I DEFEAT THE SHADOW BOT?

Just before you wake the Wind Fish, you'll meet the Shadows of enemies that you encountered earlier in the game. The first, Shadow Bot, prompts lots of questions. The Bot jumps up and down. While it's in the air, simply avoid it. When it lands, dust it with Magic Powder. Three sprinkles will silence that Shadow for good.


Weapons are useless against the Shadow Bot.

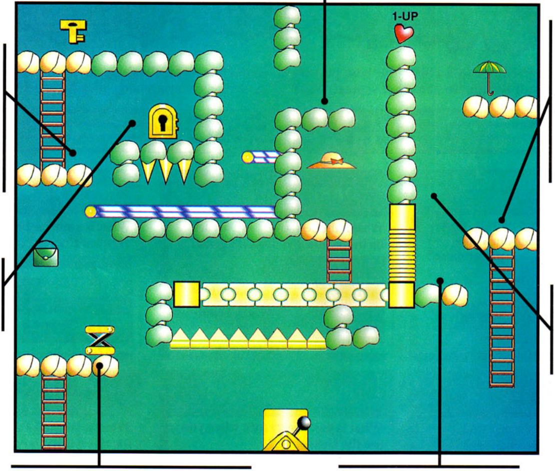

Dust the Bot with three doses of Magic Powder.

DONKEY KONG

HOW DO I COMPLETE LEVEL 2-7?

Kerry Goff

THE SOLUTION: LEVEL 2-7



1. PULL THE LEVER TO THE LEFT WHEN THERE'S A LADYBUG HERE

2. PULL THE LEVER BACK TO THE RIGHT AS THE LADYBUG CLIMBS UP THE COLUMN

3. USE THE SPRINGBOARD TO JUMP OVER TO THE PLATFORM ON THE RIGHT

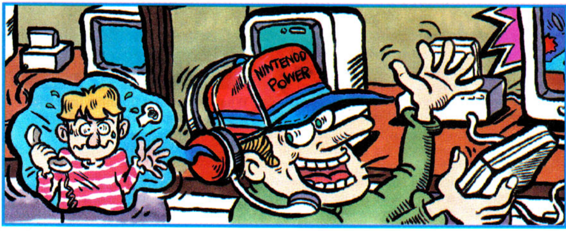
4. WAIT HERE UNTIL THE LADYBUG CRAWLS AROUND THE BOTTOM OF THE COLUMN, THEN JUMP ONTO IT AS IT CLIMBS UP THE RIGHT SIDE. LET IT CARRY YOU UP

5. JUMP OFF THE LADYBUG AND LAND HERE. HOP DOWN TO THE LEFT, DUCK, AND LET THE CONVEYOR CARRY YOU TO THE LADDER ON THE LEFT

6. THROW THE KEY OFF TO THE RIGHT ONTO THE CONVEYOR BELT, THEN HURRY BACK AND WAIT HERE FOR THE BELT TO BRING IT OVER TO YOU

7. PICK UP THE KEY AND USE IT TO OPEN THE LOCKED DOOR

THE PROS HAVE YOUR QUESTIONS COVERED

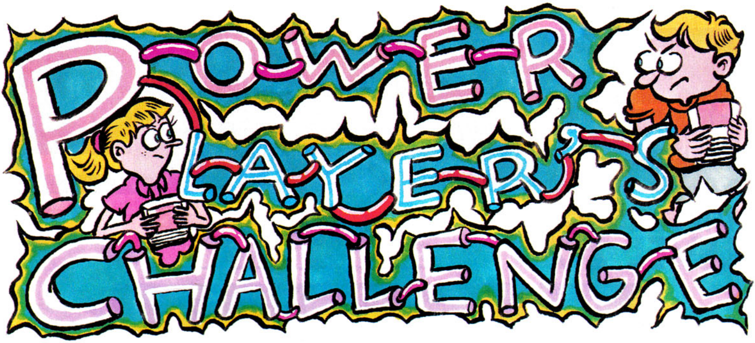


WRITE TO:

Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:

(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to Midnight and Sun., 6:00 a.m. to 7:00 p.m. Pacific time.



As the summer comes to a close, the best players around are still sending in some hot scores! With scores like these, all of you Power Players must have spent the entire summer honing your video game skills.

CHALLENGE

FIFA INTERNATIONAL SOCCER

What is your widest margin of victory against Germany in a one-player game?

Choose your favorite team, then score as often as you can.

DARKWING DUCK

What is the best score you can rack up by the time you finish the game?

Watch out for the enemy henchmen in your attempt to squash F.O.W.L.'s scheme.

F1 POLE POSITION

What is your best time on the Monaco Course?

Drive fast and stick to the inside of the track to get the best time.

WOLFENSTEIN 3-D

What is your best score after finishing all of the missions?

You'll need to quickly search each labyrinth for hidden treasure.

FIREPOWER 2000

What is your best score when you use the Helicopter?

Scoring well with the Helicopter can be tricky, so fly fast!

DAFFY DUCK: THE MARVIN MISSIONS

What is your all-time best score for this wacky game?

Destroy everything in your path, but don't waste your ammo.

SUPER POWER CLUB CHALLENGE

Take the challenge!

The top 25 players that best meet the monthly challenge will be awarded 4 Super Power Stamps for use towards the purchase of Super Power Supplies. Send all eligible entries to the address at right. The entries must include a photograph of the completed challenge (which includes the system in the photo) labeled with the name, address and Membership Number of the player. All entries must be received by October 14, 1994. Winners will be printed in a future issue of Nintendo Power and will be notified by mail. All scores printed are decided by the Nintendo Power Staff. All decisions are final.

SUPER METROID

What is your best finishing time with 100% of the game completed?

You'll have to find all of your equipment and finish off the Mother Brain as fast as you can!

POWER PLAYERS

NHL STANLEY CUP

Widest margin of victory.

Brian McClure Ruston, LA	54-00
Jay Walker Wichita Falls, TX	54-00
Robert Blair Allen, MI	53-01
Jason Thompson Renfrew, ON	51-02
Pierre Majo Laval,PQ	46-00
Jacob Weintraub El Cajon, CA	45-02
Brandon Beacon Ingersoll, ON	45-02
Brennan White Weston, MA	40-00
Paul Suddes North York, ON	39-00
Anthony Klick Westerly, RI	33-00

SUPER BLACK BASS

Biggest fish caught.

Amaziah Hexamer Hillsdale, ON	27lbs 1oz
Trey Bettes Irving, TX	27lbs 0oz
James White Elkhart, IN	27lbs 0oz
Douglas Schultz Urania, LA	26lbs 9oz
Guy Fitzgerald Tiffin, OH	26lbs 7oz
Jeremy Carter Hillsboro, OH	26lbs 6oz

BOMBERMAN 2

Highest Scores.

June Stoneburner Bucyrus, OH	1,000,000,000
Nancy Hites Lansing, MI	1,000,000,000
Richard Pratt Lansing, MI	1,000,000,000
Jeff Powell Everett, WA	1,000,000,000
Gregg Gates Vancouver, BC	1,000,000,000

DISNEY'S DUCKTALES 2

Most money collected.

Bridget Burnes West Chester, PA	$12,276,000
David Miedzianowski Euless, TX	$9,841,000
Brian Katana Industry, PA	$7,550,000
Cliff Florence Cincinnati, OH	$7,125,000

MEGA MAN X

Finished the game with all of the items.

Stacy Chauness Kingdom City, MO	Finished
Mario Martinez Las Cruces, NM	Finished
Jeremy Friedman Hicksville, NY	Finished
Joe Manson Ypsilanti, MI	Finished

FINAL FANTASY

Finished the game with four white wizards.

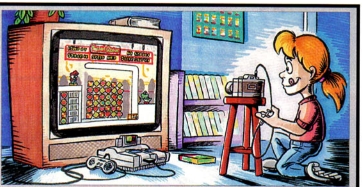
Steve McCarthy Fort Smith, AR	Finished
Thomas Green Indian Valley, ID	Finished
Martin-Pierre Lussier St-Hyacinthe, PQ	Finished
Sylvain Paquin St-Antonine, PQ	Finished
Gary Standard Portland, OR	Finished

TETRIS

Highest Score in Game A.

Alexander Marmelstein New York, NY	861,972
Jerrod Davidoff Grand Forks, BC	671,928
Rebecca German Macomb, IL	650,871
Deborah Tavera Palm Desert, CA	507,592
Russell Baumbach Pittsburgh, PA	467,884
Diane Rasmussen Chino, CA	450,351
David Rainis Ashland, PA	429,855
John Church Klamath Falls, OR	307,768
Harold McGuire Mesa, AZ	271,587

I CAN BEAT THAT SCORE!



Send us your name and address with a photo of your accomplishment! To take a photo of a NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy onto a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail. All scores printed are decided by the Nintendo Power staff. All decisions are final.

Send to →

NINTENDO POWER PLAYER'S CHALLENGE
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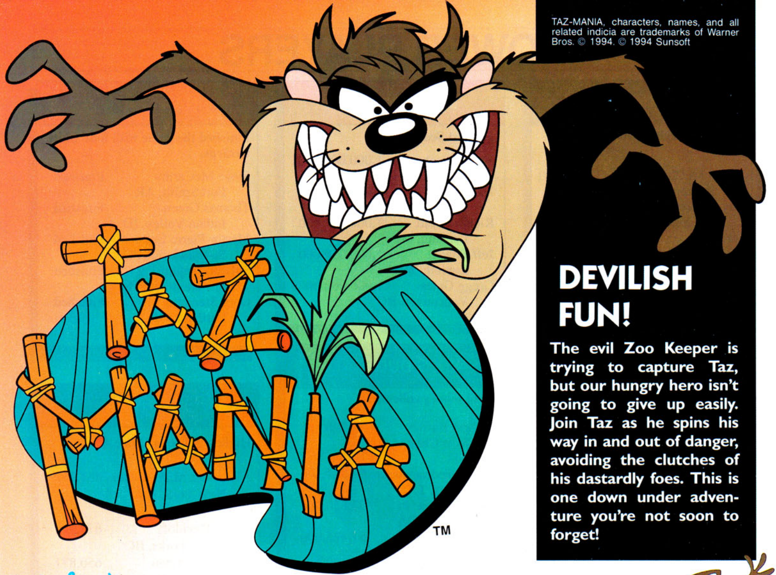
Redmond, WA. 98073-9733



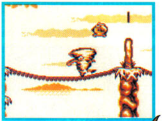
TAZ-MANIA, characters, names, and all related indicia are trademarks of Warner Bros. © 1994. © 1994 Sunsoft

DEVILISH FUN!

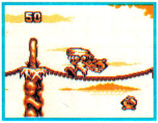
The evil Zoo Keeper is trying to capture Taz, but our hungry hero isn't going to give up easily. Join Taz as he spins his way in and out of danger, avoiding the clutches of his dastardly foes. This is one down under adventure you're not soon to forget!

IT'LL MAKE YOUR HEAD SPIN

Taz-mania, by Sunsoft, gives players a chance to become one of Warner Bros.' most popular characters, Taz! Gobbling up everything in sight, his first Game Boy game offers hours of entertainment, with strong graphics and play control. With a total of five stages, the game will challenge most players, but expert players may find it a little easy.

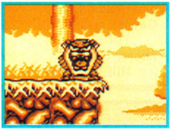


Taz-mania offers players a chance to become the voracious Taz!

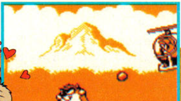


Players will have full command of all his greatest moves.

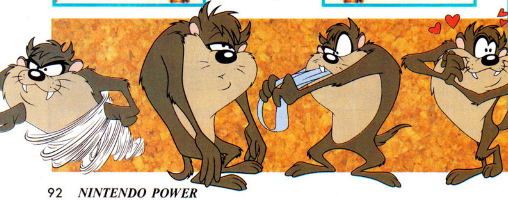
SUPER GAME BOY
PALETTE A1



Taz-mania has great graphics, and entertaining animation.



There are five different stages to challenge your game playing skills.

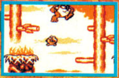


STAGE 1—CHRISTMAS ISLAND CAPER

The first stage of this game is fairly easy. It's a good time to practice mastering all of Taz's moves so you don't need to learn them later! But beware, from here on out, things are going to get a lot tougher.

WARNING!

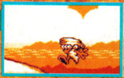
Level 1-1



Working your way through this stage isn't too tough, but keep an eye out for platforms.

WATER HAZARD

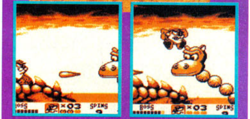
Level 1-2



You can stay above water as long as you tap the A Button, but you'd better tap quickly.

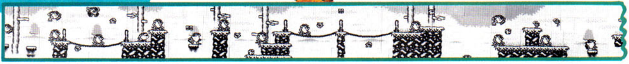
DYNO

Level 1-4

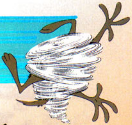


Taz is safe while standing on the Dyno's back, unless he spits at you. Jump over the spit and land on the Dyno's head.

MAP 1-1



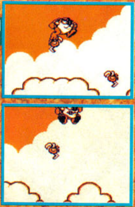
STAGE 2—EASTER ISLAND ANTICS



Easter Island is actually made up of several smaller islands. Much of this Stage will require some tricky maneuvering to make it to each island. Don't forget to look for platforms high up in the clouds.

JUMP AND BUMP

Level 2-1

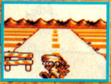


When you jump onto an enemy, you can jump a second time to spring further along.

CAUTION

Level 2-2

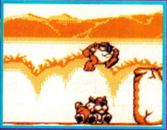
If you can't avoid the barricade, use your spin to bust right through it.



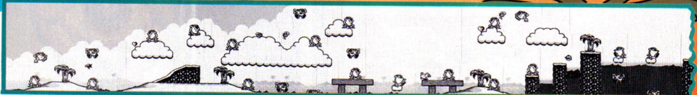
MOUNTAIN LION

Level 2-4

The Mountain Lion is going to pounce on Taz if he isn't careful! Avoid the Lion when he's on the platform, then jump on his head when he drops down.



MAP 2-1

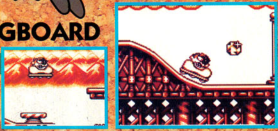


STAGE 3—FANTASY ISLAND FROLIC

Taz hits the Fun Park in his quest for treasure! Two roller coasters and a Bonus Round make this stage loads of fun. When our hero makes it to the end of the stage, he'll find that it's no place to clown around!

SPRINGBOARD

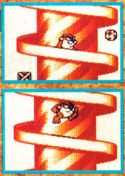
Level 3-1



When a gap in the roller coaster tracks appears, hit the springboard to jump across. Don't miss!

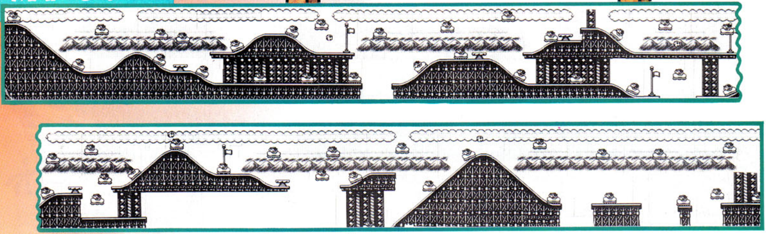
BONUS STAGE

Level 3-2



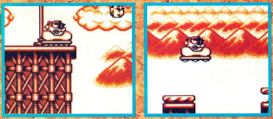
In the Bonus Round, collect all of the special Items, but avoid the X-blocks.

MAP 3-1



OUT OF SIGHT

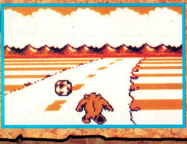
Level 3-3



If you aren't careful you might miss the springboard below. When you grab the Diamond, drop straight down and you'll bounce safely to the next track.

FEEDING FRENZY

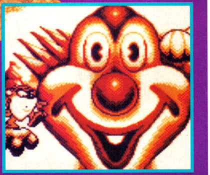
Level 3-4



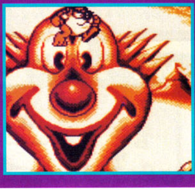
When Taz is on the road, keep an eye out for treasure so you can really load up on the points!

MONSTER CLOWN

Level 3-4



In order to defeat this funny fiend, Taz must bounce off his nose. The trouble is there isn't anyplace to land.



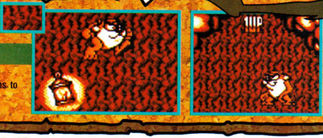
Avoid the beach ball when it falls from the sky, then a platform will appear where it lands.

STAGE 4—DARK ISLAND DRIP

In Stage 4, Taz's quest for treasure brings him to the diamond mines of Dark Island. This would be a good idea, except for the many dangers that lie ahead for our hungry hero! Watch out Taz!!

SPARE TAZ

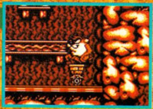
Level 4-1



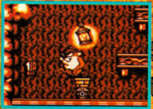
Jump on all of the hidden S-Platforms to locate the hidden 1-Up.

CART HELP

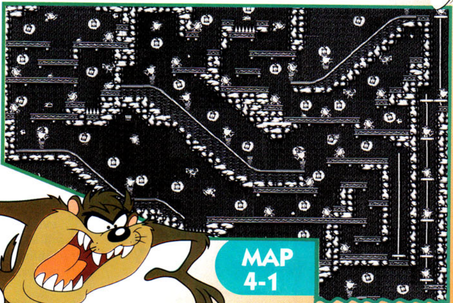
Level 4-2



You'll need a boost up to reach this 1-Up. Look for the mining cart a little ways to the right of it.



Hop on to the cart to start it rolling, then run across the platform. Hop back on the cart on the other side.



MAP 4-1

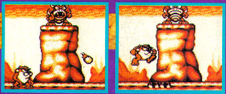
BARRIER JUMP

Level 4-3

In the running stages you'll see many obstacles. Jump or spin to avoid them.

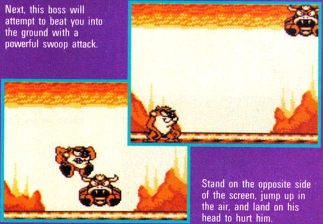
BULLISH BOSS

Level 4-4



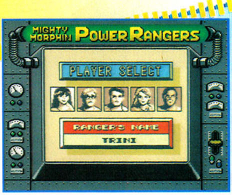
When you first encounter this bully, he's standing out of reach. If you stand beneath him and avoid his shots, he'll jump down to your level.

Next, this boss will attempt to beat you into the ground with a powerful swoop attack.



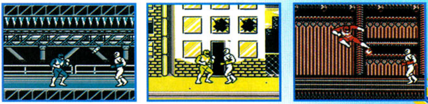
Stand on the opposite side of the screen, jump up in the air, and land on his head to hurt him.

BY THE POWER OF ZORDON!



The Mighty Morphin Power Ranger crew has quickly become one of the hottest properties on television. Now they're starring in their own Game Boy game, from Bandai. Jason, Zach, Trini, Billy and Kimberly are ready for action!

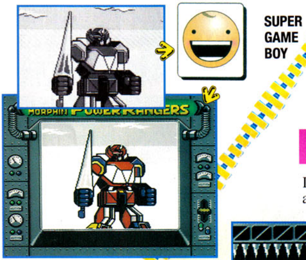
You can choose any one of the five Powers Rangers when you begin the game.



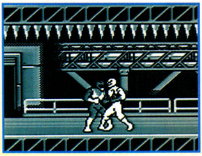
With Super Game Boy, the main color changes depending upon which Power Ranger you choose.

SUPER GAME BOY ENHANCED

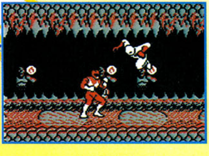
This game was programmed to take full advantage of Super Game Boy capabilities. The control panel-like Picture Frame is really cool and fits the game well.



Super Game Boy. Before and after. The improvements are obviously justifiable.



Zach's in black and he's gearin' up for an attack! Press Select to access the Axe Power Weapon!



Jason rocks in red. With Super Game Boy, you can create and use any color!

MEANWHILE, AT THE ANGEL

MIGHTY
POWER

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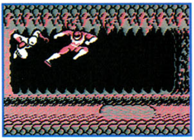
MORPHIN KOMBAT

There aren't many different types of enemies in the game. Most are Putty Patrollers—mass-produced goons that are controlled by the evil Rita Repulsa. They will attack you from several different angles, but they are easily dispatched.

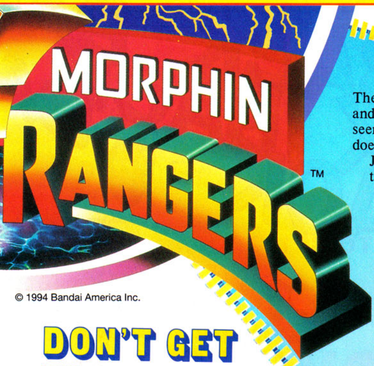


Kimberly reacts quickly to thrash a Putty approaching from behind!

ALL FOR ONE & ONE FOR ALL

In the game, unlike the TV show, each Power Ranger has identical abilities. The differences occur only when using Power Weapons.

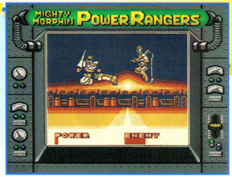
GROVE YOUTH CENTER . . .



© 1994 Bandai America Inc.

BATTLES WITH BOSSES

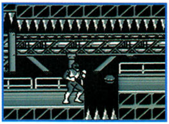
The likes of Goldar, Finster and Scorpina may never be seen again. Rita's prime evildoers attack in simple patterns. Just be patient and pay attention to their movements.



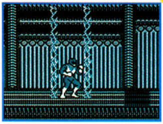
The Megazord (combined Rangers) has a long way to go to take out this creep.

DON'T GET TRAPPED

Besides the Putties, Rita has set up other traps for the Rangers. The burger-shaped objects can be taken out with one hit, but the electrical fields will have to be avoided.



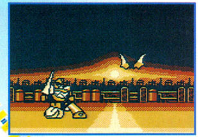
Punch or kick these floaters to clear them out of your path.



Get very close and then quickly walk past when it's clear.

BONUS ROUNDS

To sharpen your jumping, kicking and sword-swinging skills, a Bonus Round comes up after the first four levels. Thirty objects, one after another, will fly toward you from the right side of the screen. Your task is to destroy as many of the 30 targets as you can. You'll get a password when you're finished.



Smack the bat before it flies past you! They move up and down as they fly.

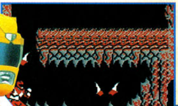
RITA AWAITS!

The Power Rangers will continue to battle Rita and her evil forces as long as they threaten the well-being of the world!

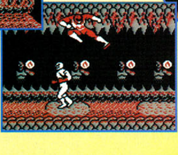
Zach, Kimberly, Jason, Trini, and Billy au natural.

MINIONS OF RITA

One of the best methods for attacking the throngs of enemies that Rita routes your way is to use a powerful jumping kick. It's a quick move that involves hitting the Jump Button immediately followed by the Punch/Kick Button.



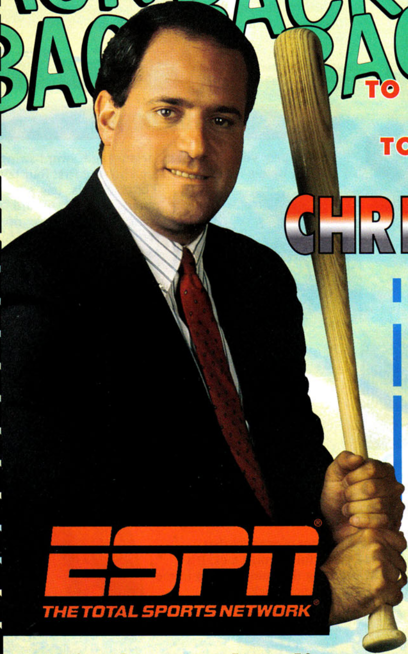
The bats are a bit unpredictable. You can usually avoid them.



If it's more convenient, jump over the Putties and avoid them completely.

GO "BACK BACK BAC BACK BACK BACK BACK BA BAC BACK

Chris Berman!



TO BRISTOL, CONNECTICUT, TO MEET SPORTS ANCHOR
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PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. Please indicate, in order of preference, your five favorite Super NES games.

B. Please indicate, in order of preference, your five favorite Game Boy games.

C. Please indicate, in order of preference, your five favorite NES games.

D. How old are you?

1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

E. Sex

1. Male
2. Female

F. On which system do you most often play multi-player games?

1. Game Boy
2. NES
3. Super NES

G. What is your favorite type of multi-player game?

1. Sports
2. Action
3. Adventure
4. Fighting
5. Strategy/Puzzle

Trivia Question: What is Mega Man's normal color?

H. When you play a multi-player game on Game Boy, who do you play with most often?

1. My friends
2. My brothers or sisters
3. My parents
4. Other family members
5. I don't play multi-player games on Game Boy

I. What ever happened to the Game Link Cable that came with your Game Boy?

1. It's nicely folded up in the box
2. My dog ate it
3. I never had a Game Link Cable
4. Space aliens beamed down and used it for rocket fuel
5. I store it with my Game Boy, always ready to use!

Answers to the Player's Poll - Volume 64

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A. Indicate numbers from 1-106 (from the list on the back of the card) 1.____ 2.____ 3.____ 4.____ 5.____

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Trivia Answer ______________________________

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2. ActRaiser 2
3. Aerobiz SuperSonic
4. Air Strike Patrol
5. Alien^3
6. An American Tail: Fievel Goes West
7. Battletoads in Battlemaniacs
8. Battletoads & Double Dragon: The Ultimate Team
9. Blackthorne
10. Breath of Fire
11. Bugs Bunny Rabbit Rampage
12. Capcom's Soccer Shootout
13. Championship Soccer '94
14. Clay Fighter Tournament Edition
15. Daffy Duck: The Marvin Missions
16. The Death & Return of Superman
17. Desert Strike
18. Disney's Aladdin
19. Disney's Beauty and the Beast
20. Disney's Jungle Book
21. Double Dragon V: The Shadow Falls
22. Equinox
23. Fatal Fury 2
24. FIFA International Soccer
25. Final Fantasy II
26. Final Fantasy Mystic Quest
27. Final Fight 2
28. FireStriker
29. Flashback
30. F-Zero
31. Illusion of Gaia
32. Inspector Gadget
33. Joe & Mac 2
34. Jurassic Park
35. Ken Griffey Jr. Presents MLB
36. Kick Off 3
37. The King of Dragons
38. The King of the Monsters 2
39. Knights of the Round
40. The Legend of Zelda: A Link to the Past
41. Lester the Unlikely
42. Liberty or Death
43. Lord of the Rings, Vol.1
44. The Lost Vikings
45. Madden NFL '94
46. Mario Paint
47. Mega Man X
48. Monopoly
49. Mortal Kombat
50. NBA All-Star Challenge
51. NBA Jam
52. NCAA Basketball
53. NHLPA Hockey '93
54. NHL Hockey '94
55. NHL Stanley Cup
56. Pele!
57. Pilotwings
58. Pocky & Rocky 2
59. Road Runner's Death Valley Rally
60. Rock 'n Roll Racing
61. Secret of Mana
62. Shien's Revenge
63. SimCity
64. SimEarth
65. The Simpsons: Bart's Nightmare
66. Sonic Blastman 2
67. Star Fox
68. Star Trek: The Next Generation
69. Street Fighter II Turbo
70. Street Fighter II: The World Warrior
71. Stunt Race FX
72. Super Black Bass
73. Super Bomberman 2
74. Super Castlevania IV
75. Super Empire Strikes Back
76. Super Ghouls 'n Ghosts
77. Super Mario All-Stars
78. Super Mario Kart
79. Super Mario World
80. Super Metroid
81. Super NBA Basketball
82. Super Solitaire
83. Super Star Wars
84. Super Street Fighter II Turbo
85. Super Strike Eagle
86. T2: The Arcade Game
87. Tecmo Super Bowl
88. Tetris 2
89. Tiny Toon Adventures — Buster Busts Loose
90. TMNT IV Turtles in Time
91. TMNT Tournament Fighter
92. Top Gear
93. Top Gear 2
94. Turn and Burn: No-Fly Zone
95. The Twisted Tales of Spike McFang
96. Vegas Stakes
97. Vortex
98. Wicked 18
99. Winter Extreme Skiing and Snowboarding
100. Winter Olympic Games
101. Wolfenstein 3-D
102. World Cup USA '94
103. WWF Royal Rumble
104. Yoshi's Cookie
105. Young Merlin
106. Zombies Ate My Neighbors

Game Boy Games

107. Alien^3
108. Baseball
109. Batman: Return of the Joker
110. Batman: The Animated Adventure
111. Battletoads
112. Battletoads in Ragnarok's World
113. Bionic Commando
114. Black Bass Lure Fishing
115. Caesars Palace
116. Castlevania II: Belmont's Revenge
117. Cool Spot
118. Disney's Jungle Book
119. Donkey Kong
120. Dr. Mario
121. F-1 Race
122. Faceball 2000
123. Final Fantasy Adventure
124. Final Fantasy Legend
125. Final Fantasy Legend II
126. Final Fantasy Legend III
127. Gargoyle's Quest II
128. Golf
129. Jeopardy Sports!
130. Jurassic Park
131. Kirby's Dream Land
132. Kirby's Pinball Land
133. The Legend of Zelda: Link's Awakening
134. Looney Tunes
135. Mega Man in Dr. Wily's Revenge
136. Mega Man II
137. Mega Man III
138. Mega Man IV
139. Metriod II: Return of Samus
140. The Mighty Morphin Power Rangers
141. Monopoly
142. Monster Max
143. Mortal Kombat
144. NBA Challenge 2
145. Pac-Man
146. The Ren & Stimpy Show
147. Robocop vs. The Terminator
148. The Simpsons: Bart and the Beanstalk
149. Solitaire Funpak
150. Space Invaders
151. Spider-Man & The X-Men in Arcade's Revenge
152. Stop That Roach
153. Super Mario Land
154. Super Mario Land 2 — 6 Golden Coins
155. Super R.C. Pro-Am
156. Star Trek: The Next Generation
157. Tarzan
158. Taz-Mania in Christmas Island Capers
159. Tecmo Bowl
160. Tetris
161. Tetris 2
162. Tiny Toon Adventures
163. TMNT: Back from the Sewers
164. TMNT: The Fall of the Foot Clan
165. TMNT III: Radical Rescue
166. Ultima—Runes of Virtue II
167. Wario Land: Super Mario Land 3
168. WWF King of the Ring
169. Yoshi
170. Yoshi's Cookie
171. Zen Intergalatic Ninja

NES Games

172. The Addams Family: Pugsley's Scavenger Hunt
173. Baseball Stars
174. Batman Returns
175. Battletoads
176. Battletoads and Double Dragon
177. Blades of Steel
178. Bonk's Adventure
179. Caesars Palace
180. [illegible]
181. Darkwing Duck
182. Disney's Beauty & The Beast
183. Disney's Chip 'n Dale Rescue Rangers 2
184. Disney's Duck Tales
185. Disney's Duck Tales 2
186. Disney's Jungle Book
187. Dragon Warrior
188. Dragon Warrior II
189. Dragon Warrior III
190. Dragon Warrior IV
191. Dr. Mario
192. Final Fantasy
193. Jurassic Park
194. Kirby's Adventure
195. The Legend of Zelda
196. Mega Man
197. Mega Man II
198. Mega Man III
199. Mega Man IV
200. Mega Man V
201. Mega Man VI
202. Metroid
203. Monopoly
204. Ms. Pac-Man
205. NES Open Tournament Golf
206. Pac-Man
207. Super Mario Bros.
208. Super Mario Bros. 2
209. Super Mario Bros. 3
210. Teenage Mutant Ninja Turtles
211. Tecmo Bowl
212. Tecmo NBA Basketball
213. Tecmo Super Bowl
214. Tetris
215. Tetris 2
216. TMNT Tournament Fighter
217. TMNT II: The Arcade Game
218. TMNT III: The Manhattan Project
219. Yoshi
220. Yoshi's Cookie
221. Zelda II: The Adventure of Link
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#21121		Final Fantasy (Vol. 17)	$4.50	$6.00	$
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#6979		The Legend of Zelda: Tips and Tactics	$4.95	$6.00	$
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#27645		Zelda-Link's Awakening	$13.00	$17.50	$
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		Graphic Novels			
#27642		The Legend of Zelda Comic Book	$13.00	$17.50	$
#27643		Super Mario Adventures Comic Book	$12.00	$16.00	$

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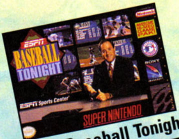
SECOND PRIZE:

An official ESPN sportscaster's hat and jacket and Sony Imagesoft's ESPN lineup for your Super NES!

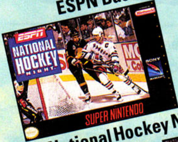
Chris Berman!

5 WINNERS

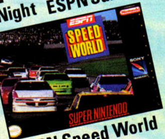


ESPN Baseball Tonight

ESPN Sunday Night Football



ESPN National Hockey Night



ESPN Speed World

Chris Berman!

Chris Berman!

THIRD PRIZE:

NINTENDO POWER T-SHIRTS

(the only shirt to put on your back!)

50 WINNERS

Chris Berman!

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 64, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 64
P.O. BOX 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than October 1, 1994. We are not responsible for lost or misdirected mail. On or about October 15, 1994, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of Nintendo Power magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household.

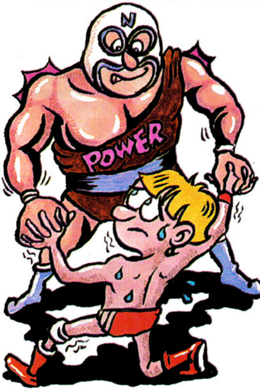
Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after October 31, 1994, send your request to the address above.

GRAND PRIZE: NOA will provide air travel and accommodations for the winner and one guest. If under 18, the winner must be accompanied by a parent or guardian. The winner must also provide a written release to NOA. Estimated value of the trip is $5,000. Exact date of the trip is subject to determination by NOA. Some restrictions apply. Void where prohibited by law. This contest is subject to all federal, state and local laws and regulations. The winner must be accompanied by a parent or guardian. The winner must also provide a written release to NOA.

TOP 20

NINTENDO POWER

SEPTEMBER 1994

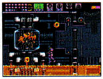


Super Metroid is beginning to pull away from the pack at the top of the Super NES chart, but NBA Jam is still putting up a good fight. Watch the newcomers FIFA International Soccer and Blackthorne; both promise to be contenders in the future!

SUPER NES

1 26,350 POINTS
5 MONTHS

SUPER METROID



Samus's battle against the evil forces of Zebes is thrilling players everywhere. Don't miss out!

2 19,201 POINTS
7 MONTHS

NBA JAM

The best players in the NBA use all of their hottest moves in a two-on-two showdown!

3 13,768 POINTS
6 MONTHS

KEN GRIFFEY JR. PRESENTS MLB

When you can bat like Griffey you can play in the big leagues. Until then, play this game!

4 9,520 POINTS

THE LEGEND OF ZELDA:

A LINK TO THE PAST

Link saves the day! If you haven't saved Zelda from the evil Ganon, you better get to work.

5 7,206 POINTS

MEGA MAN X

This little blue powerhouse won't let evil stand in his way! Check out all the action.

6	6,393 POINTS	MORTAL KOMBAT
7	6,349 POINTS	FIFA INTERNATIONAL SOCCER
8	5,345 POINTS	SECRET OF MANA
9	4,488 POINTS	DISNEY'S ALADDIN
10	4,421 POINTS	SUPER STREET FIGHTER II
11	4,403 POINTS	ILLUSION OF GAIA
12	4,134 POINTS	NHL HOCKEY '94
13	4,010 POINTS	SUPER MARIO KART
14	3,898 POINTS	SUPER MARIO ALL STARS
15	3,802 POINTS	STUNT RACE FX
16	3,386 POINTS	STAR FOX
17	3,381 POINTS	MARIO PAINT
18	3,351 POINTS	FINAL FANTASY II
19	3,189 POINTS	BLACKTHORNE
20	2,744 POINTS	P.T.O.

GAME BOY

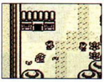
1 18,815 POINTS
7 MONTHS

WARIO LAND: SUPER MARIO LAND 3

If you think Mario's adventures are fun, wait until you try Wario's. He's so mean it hurts!

2 17,008 POINTS
17 MONTHS

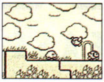
THE LEGEND OF ZELDA: LINK'S AWAKENING



Link's Game Boy adventure is one of the toughest games around. Try it, you'll love it.

3 11,623 POINTS
20 MONTHS

KIRBY'S DREAM LAND



King Dedede won't get away with stealing the Dream Rod as long as Kirby's around.

4 11,238 POINTS

SUPER MARIO LAND 2: 6 GOLDEN COINS

You won't want to miss this game. After all, this is the first appearance of Wario!

5 10,586 POINTS

TETRIS

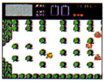
Tetris moves up one spot this month, thanks to strong Player support.

6	10,543 POINTS	METROID II: RETURN OF SAMUS
7	9,692 POINTS	DONKEY KONG
8	8,594 POINTS	SUPER MARIO LAND
9	7,903 POINTS	MORTAL KOMBAT
10	7,413 POINTS	KIRBY'S PINBALL LAND
11	5,339 POINTS	JURASSIC PARK
12	5,027 POINTS	DR. MARIO
13	5,014 POINTS	FACEBALL 2000
14	4,669 POINTS	TETRIS 2
15	4,001 POINTS	F-1 RACE
16	3,396 POINTS	BLACK BASS LURE FISHING
17	2,981 POINTS	GOLF
18	2,788 POINTS	FINAL FANTASY LEGEND
19	2,690 POINTS	FINAL FANTASY LEGEND III
20	2,657 POINTS	FINAL FANTASY ADVENTURE

NES

1 15,244 POINTS
72 MONTHS

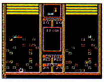
THE LEGEND OF ZELDA



Link's first adventure is still tops with the players, even after all these years.

2 12,734 POINTS
66 MONTHS

TETRIS 2



Block-stacking enthusiasts gobbled up Tetris, so now they have a great new challenge.

3 12,530 POINTS
8 MONTHS

SUPER MARIO BROS. 3

The lasting challenge and appeal of Super Mario Bros. 3 has kept it on top for a long time!

4 11,226 POINTS

NES OPEN TOURNAMENT GOLF

Mario can golf like a pro, so you better be good if you want to beat him.

5 10,026 POINTS

METROID

With the arrival of Samus's hot new game on the Super NES, it's no surprise her NES game is hot again.

6	9,203 POINTS	DR. MARIO
7	8,130 POINTS	ZELDA II: THE ADVENTURE OF LINK
8	7,384 POINTS	FINAL FANTASY
9	6,808 POINTS	MEGA MAN VI
10	5,546 POINTS	KIRBY'S ADVENTURE
11	5,316 POINTS	BASEBALL STARS
12	5,164 POINTS	TETRIS
13	4,659 POINTS	TMNT: THE MANHATTEN PROJECT
14	4,521 POINTS	BATTLETOADS
15	4,401 POINTS	DRAGON WARRIOR IV
16	4,203 POINTS	ZODA'S REVENGE: STAR TROPICS II
17	3,539 POINTS	JURASSIC PARK
18	3,525 POINTS	TECMO SUPER BOWL
19	3,411 POINTS	MONOPOLY
20	3,403 POINTS	SUPER MARIO BROS. 2

NOW PLAYING

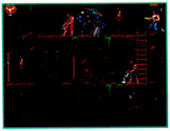
SEPTEMBER
1994

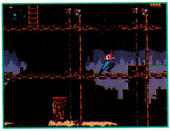
LOOK FOR THESE RELEASES SOON

BLACKTHORNE

Company	Interplay
Suggested Retail Price	Not Available
Release Date	September 1994
Memory Size	8 Megabits
Game Type	Action adventure for one-player

On a world where brutal repression has been fanned into a slave revolt, a hero arrives to tilt the balance. Armed with a shotgun and devices he finds along the way, Kyle Blackthorne sets out to right the wrongs by blowing away the troll-like oppressors. At least that's half the story in Interplay's dramatic adventure. He may actually be a highly trained mercenary in today's world with a severely loose grip on reality. What's really happening? You'll just have to read this month's review and play the game to find out. If you do, you'll discover smooth animation in a side view adventure. Although most of the game requires fighting, there are numerous puzzles that must be solved.





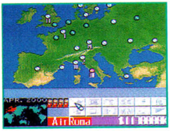
+ Great animation and terrific sound effects bring this game to life. Total fun! No one, not even the good guys, are safe from your wrath. Passwords let you continue this lengthy adventure at your own pace.

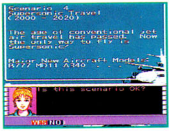
− Better play control than other games with this sort of animation like Out Of This World, Prince of Persia, and Flashback, but still a bit slow.

AEROBIZ SUPERSONIC

Company	Koei
Suggested Retail Price	$69.95
Release Date	September 1994
Memory Size	8 Megabits
Game Type	Airline strategy simulation

Fans of the original Aerobiz will be dancing in the control towers now that Koei has upgraded their Aerobiz series with Aerobiz Supersonic. If you haven't ever thought about running an airline, you should. This first class simulation lets you start your business in the past, present or near future with the appropriate aircraft. Game play entails making virtually every decision imaginable, from choosing the name of your company and colors to setting up diversified businesses like resorts or TV stations. The backbone of any airline, however, is the passenger service, and that's where most of the strategy comes into play. You'll have to set up routes and pricing structures that will compete with three other airlines. For the would-be billionaire, Power presents a strategic review this month.





Scenario 4
Supersonic Travel
(2000 - 2020)

The age of conventional jet air travel has passed. Now the only way to fly is Supersonic!

Major New Aircraft Models:
B777 MD11 A340 . . .

Is this scenario OK?

+ Very realistic with lots of replay value. More variety than the original Aerobiz. One of the best simulations around.

− This game probably isn't for everyone. Some of the icons in the menu bar don't make much sense, although you'll get used to them in time.

ESPN SPEED WORLD

Company .... **Sony Imagesoft**
Suggested Retail Price **$64.95**
Release Date .... **September 1994**
Memory Size .... **16 Megabits**
Game Type .... **NASCAR racing for one or two players**

One of the last great American sports to reach the Super NES is NASCAR racing, but Sony has seen to it that although the circuit has been overlooked in the past, it won't be overlooked anymore. Introduced by ESPN's Dr. Jerry Punch, Speedworld takes you to the hottest tracks in the country to test your driving skills against computer opponents or friends. The game makes use of real strategies and tracks. Turn to Sports Scene for a closer look.

ESPN SPEEDWORLD
>QUALIFY
OR
RACE

NEW YORK
SONY

+ Good intro graphics. Realistic driving strategies. Two-player option.

− Play control doesn't feel precise. Not as much challenge as you would expect and hope for. No NASCAR star drivers appear in the game.

MORTAL KOMBAT II

Company .... **Acclaim**
Suggested Retail Price **$74.95**
Release Date .... **September 1994**
Memory Size .... **24 Megabits**
Game Type .... **Tournament fighting for one or two players**

Here it is—the hottest fighter ever, and the Super NES delivers the hottest version of MKII outside of a video arcade. For a fistful of quarters (or maybe several fistfuls) you can thrash opponents with fatalities and babalities until the screen turns red. Digitized characters move realistically through fantastical martial arts moves that will leave you wondering if it's alive. Acclaim has loaded this game with secrets, too, so it should be even bigger than the arcade game. From great graphics and sound to the responsive play control, MK II recreates the arcade experience for serious fight fans. Be sure to check out the moves in this month's complete review of one of the year's best games.

BARAKA
CAGE

LIU KANG
REPTILE
LIU KANG WINS

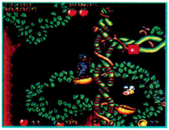
+ Excellent graphics, sound and play control. All the fatalities, babalities and friendship moves are included in their original form. Graphic realism unequaled on other platforms. Lots of secrets.

− Depictions of violence may turn off some players.

HAPPILY EVER AFTER

Company .... **American Softworks**
Suggested Retail Price .... **Not Available**
Release Date .... **September 1994**
Memory Size .... **8 Megabits**
Game Type .... **Action for one player**

Snow White takes a page from Mario's book in this eight level platform game from American Softworks. The apple-enamored heroine hops and bops on cute bugs and birds while collecting fruit. A broad variety of actions will test your ingenuity and jumping skills as you seek out the warp zones, midstage flags and hidden bonus areas. You can also play as the Shadow Man.



+ Good options including a controller setup, which is important since the default setup is very awkward.

− Poor animation using a minimum of frames. Not terribly challenging.

NOBUNAGA'S AMBITION— LORD OF DARKNESS

Company .... **Koei**
Suggested Retail Price .... **Not Available**
Release Date .... **September 1994**
Memory Size .... **8 Megabits**
Game Type .... **Historical RPG for one player or up to eight players taking alternating turns**

Once again Koei takes a look back at the warring daimyos of feudal Japan and lets you take on the role of one of these powerful overlords. Your ambition, as always, is to unify the warring provinces under your capable command, but proving your capabilities won't be so easy. The two scenarios vary greatly, with the Nobunaga Surrounded by His Enemies scenario being pretty brutal. In the basic warring states scenario, you must start with one small province and extend your borders by battle and diplomacy. You must also take care of your people by developing your economy, building dams to help agriculture and stop floods and growing lots of rice.

DVLP MLTY TRDE INFO PSNL AFFR MFTR
Mar 1571
557
350
Sabotage
Politics
Oda
Nobunaga
200
59
58
15
520
110
430
61
462
68
78
0

Oda Army
Imagawa Army
ATCK
DFND
Oda Nobunaga
1
80
59
210
470
73
68
181

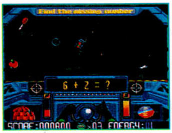
+ Nobunaga games aren't for the impatient or action-minded player, but fans will enjoy the depth of this game.

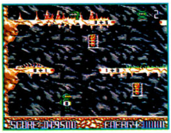
− Icons aren't always clear, but they are quite a bit better than in previous Nobunaga games.

MATH BLASTER EPISODE 1

Company	Davidson
Suggested Retail Price	Between $40-$50
Release Date	September 1994
Memory Size	8 Megabits
Game Type	Match edutainment

Davidson's Math Blaster has been a hit in the home computer world for years, and now it is available for the Super NES. Math Blaster combines arcade play with mathematical calculations that can be scaled for 12 levels of difficulty. In the first mode, you must blast space garbage with a designated number that is the answer to an equation. For instance, if the equation shows 9 + 7 = ?, you have to blast the junk marked 16. Multiplication and division are tested at higher levels. Basically, this is electronic flash cards with some fun thrown in. The second game mode requires you to guide a little astronaut through a dangerous maze full of zapper traps. You can pick up numbers along the way, just make sure the number you're holding is between the numbers indicated on the traps.





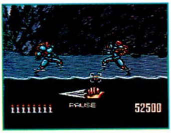
+ Good math repetition in addition, subtraction, multiplication and division. Good play control.

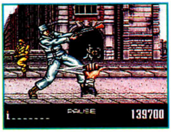
− Not much variety. No higher math functions or concepts explored.

SHIEN'S REVENGE

Company	Vic Tokai
Suggested Retail Price	Not Available
Release Date	September 1994
Memory Size	16 Megabits
Game Type	Target action for one player

Shien travels back in time to rescue his girlfriend, but he comes under attack from everything under the sun and all he has with which to defend himself is a knife and a fistful of ninja throwing stars. Of course, if you're as tough as Shien, that's all you need. This unique game from Vic Tokai is basically a target shooting exercise with a twist. Everyone else is shooting at you—or at least flying at you with razor sharp claws and about as much caution as a kamikazee. The quickness of your blade and throwing wrist is the determining factor. Your choice of controller will make a major difference in this game. The Super NES Mouse is definitely the preferred controller due to the quickness required to move around the screen. Unlike many games of this type, Shien includes guardian characters at the end of each stage. A Mode 7 view gives you the feeling of grappling with the enemy in these final areas. Although your view only shows Shien's knife-wielding hand in the foreground, the enemy character will move toward you, side-to-side and away from you as if dodging.





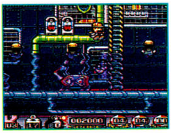
+ Unique shooter type play. Very fast. Good graphics. One of the better Mouse games.

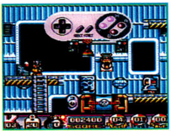
− Not as challenging as you might want. Some stages end too quickly.

SINK OR SWIM

Company	Titus
Suggested Retail Price	$54.99
Release Date	September 1994
Memory Size	4 Megabits
Game Type	Character puzzle action

Titus' newest puzzle game seems to combine elements of Lemmings and other character puzzle games like Rocko's Modern Life. The idea is that you are aboard a sinking ship and must lead the passengers to safety. Each room in the ship is a maze of ladders, machines, treadmills and potentially useful objects like scuba tanks, but you often have limited time as the water rises in the room, threatening your passengers. You'll lead the passengers by activating machines and switches that get them headed in the right direction toward the exit, but the path to that exit is often twisted and difficult. With dozens of rooms to solve and passwords to get you back into the game, Sink Or Swim should keep you afloat for quite some time.





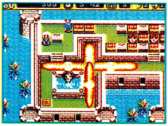
+ A clever idea and a fun game for puzzle fans. Good graphics.

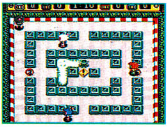
− Not very original game play. Controls are not as intuitive as they should be.

SUPER BOMBERMAN 2

Company	Hudson Soft
Suggested Retail Price	$59.95
Release Date	September 1994
Memory Size	8 Megabits
Game Type	Action for up to four players with a multi-player adapter

Bomberman returns for a second blast of fun this fall. Super Bomberman 2 from Hudson brings more adventure challenge for one player and more intense competition for up to four players. For those of you new to the Super Bomberman experience, the idea is that you run around and bomb everything. The bombing achieves two things. First, bombs blow up enemies. Second, bombs blow up obstacles, thus allowing you access to new areas and items. The rooms can be fiendishly clever with warp zones and hidden dangers throughout. This becomes particularly entertaining when four bombermen are stalking each other at high speed—ducking into and out of warp zones, dropping bombs on conveyor belts and so forth. For more cunning strategies, see this month's SB2 review.





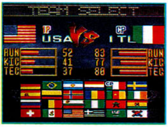
+ If you haven't played Super Bomberman (1 or 2) with four players, you haven't lived. Lots of new items have been included. Fun.

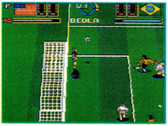
– No six, eight, or twelve player option. Not quite enough challenge in the adventure mode.

SUPER SOCCER CHAMP 2

Company	**Taito**
Suggested Retail Price	**Not Available**
Release Date	**September 1994**
Memory Size	**8 Megabits**
Game Type	**Soccer for up to four players with a multi-player adapter**

Does the world need another Super NES soccer game? Taito's SSC2 comes in at number 16 with more to follow before year end. What Taito brings to the soccer love fest, however, is a slightly different game with an arcade feel. Although the animation and graphics are good, this game doesn't have the realistic feel of FIFA International Soccer or Capcom's Soccer Shootout. Instead, it is supremely easy to play and includes some dazzling moves that no real soccer player could ever make. With international teams, tournaments and a four player option, SSC2 has all the variety a contender needs in this crowded category. Check it out in Sports Scene this month.





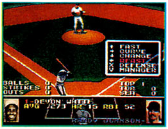
+ Easy to learn and play. Four player option. Invincible super shots.

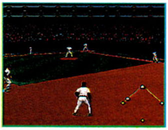
– Droning, obnoxious sound. Weaknesses of computer goalies can be exploited for sure goals.

TECMO SUPER BASEBALL

Company	**Tecmo**
Suggested Retail Price	**Not Available**
Release Date	**September/October 1994**
Memory Size	**16 Megabits**
Game Type	**MLBPA baseball for one or two players**

Tecmo gets a clutch hit in the Super NES baseball wars with the long anticipated Tecmo Super Baseball. The strength of Tecmo's sports lineup has always been the fantastic array of options. Players can play seasons, leagues, play-offs, exhibition matches and every variations from head-to-head duels to coaching. Well, they did it again with TSB, and this is one of Tecmo's best efforts to date. The game includes all the Major League players and digitized pictures that appear when they are at bat or on the mound. TSB also features a Mode 7 fielding view that spins you around to the perspective of the outfielder looking in at home plate. It's more realistic, but is it the ultimate baseball simulation? Read more about this penant contender in Sports Scene.





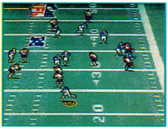
+ Excellent use of MLBPA license. Computer players reflect real players including specialized pitches. Good animation and graphics. A different type of play with the Mode 7 defensive view. Great options. Battery backed memory.

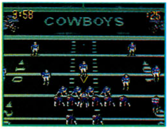
– Occassional difficulties with fielding due to the unusual view. You can actually lose the ball! AI has some quirks.

TROY AIKMAN NFL FOOTBALL

Company	**Williams (Tradewest)**
Suggested Retail Price	**Not Available**
Release Date	**September 1994**
Memory Size	**12 Megabits**
Game Type	**NFL football for one or two players**

The quarterback of the decade has leant his name to a Super NES football game with some special features. Troy Aikman NFL Football allows players to fill all the roles of an NFL team, from owner to coach to player. On the field, the simulation is easy to use and basically follows a traditional approach of play calling and play control for passing, options, running and kicking. The biggest surprise is in the setup mode where you can adjust your lineup by spending as much money as you have on different positions. So you want a great QB? You gotta pay for him. An even bigger surprise is that you can diagram and use your own plays. And what does Troy think of all this? Turn to the Sports Scene to find out.





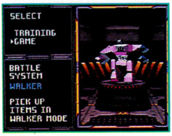
+ Unique features like the salary cap. Players can make their own complex plays. Easy play control. Complete season and other good options including excellent replay and stats.

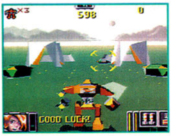
– Muted colors, indistinct characters and limited frame animation detract from an otherwise classy game.

VORTEX

Company	Electro Brain
Suggested Retail Price	Not Available
Release Date	September 1994
Memory Size	4 Megabits + SFX chip
Game Type	3-D sci-fi action for one player

Without going into details, Vortex is a game of galactic proportions packed into a highly powered Super FX Game Pak. The original designers of Star Fox put this one together, and the similarities are striking. But wherein Star Fox plopped you into a spaceship for the entire mission, Vortex lets you morph from one fantastic machine into another. As you charge about in space and down on planets, you can transform from a robotic mech to a flying fighter, a high speed tank or a hard shell that can withstand nuclear assaults. With the 3-D worlds accessible in 360 degrees, you'll have a huge area to explore while searching for keys, Power-Ups and enemies.





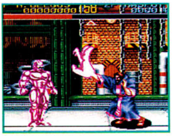
+ Great 3-D graphics with full rotation and freedom of movement. Lots of game play variety. Password save feature.

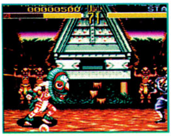
– Interior areas can be visually confusing in places.

WORLD HEROES 2

Company	Takara
Suggested Retail Price	Not Available
Release Date	September 1994
Memory Size	24 Megabits
Game Type	Tournament fighter for one or two players

Another popular fighting game without any distinguishing marks has been added to the Super NES lineup. What can we say that hasn't been said before. You choose a fighter, learn his special moves, and waste everyone with quickness. One nice touch is that Takara gives you a speed select. Another cool aspect of WH2 is the interactive backgrounds that can wound either fighter. The scoring system varies from SF2 type games in that it's a seesaw system that allows players to come back against almost impossible odds. The 14 heroes range in weirdness from a Viking to a football player to a lunatic wearing a parrot mask. If you choose to play a Survival Match and lose, well, you get the picture. R.I.P.





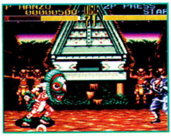
+ Good graphics. Some interesting features. Unique scoring system. Standard fighting play control.

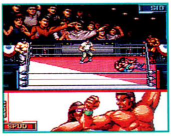
– Not very original.

HAMMER LOCK WRESTLING

Company	Jaleco
Suggested Retail Price	Not Available
Release Date	September 1994
Memory Size	16 Megabits
Game Type	Wrestling for up to four players with a multi-player adapter

Jaleco's Hammer Lock presents wrestling with tons of animation in a unique three-way split screen that shows the main ring and animated action of each wrestler above and below. Of course, if you're concentrating on the action in the ring, you won't have time to watch the cinema scene animations as they unfold. You'll probably be too busy trying to line up a solid attack in regular or tag team mode to bother looking at the cinema scenes anyhow, which is too bad because the action in the stands is usually just as rabid as in the ring.



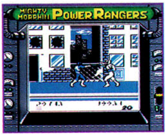


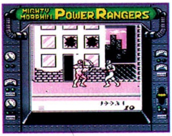
+ Passwords for tournament action. Up to four players can thrash. Some good sound effects and animations, particularly of the crazed crowd.

– The bouncing up and down to show cinema screens is very annoying. Slow play control.

MIGHTY MORPHIN POWER RANGERS

Company	Bandai
Suggested Retail Price	Not Available
Release Date	September 1994
Memory Size	2 Megabits
Game Type	Action for Super Game Boy





The hit TV show and action figure line comes to the Game Boy in a Super Game Boy version from Bandai. You can play with any of four Power Rangers and the screen background will change to reflect the color of their uniforms. The action includes fighting, fighting and more fighting with a little fighting thrown in for variety.

+ Fun characters

– Stiff animation and poor play control. Weak use of Super Game Boy graphics.

BOMBERMAN

Company	Hudson Soft
Suggested Retail Price	Not Available
Release Date	September 1994
Memory Size	2 Megabits
Game Type	Super Game Boy action for up to four players with a multi-player adapter

With Bomberman for Game Boy and Super Game Boy you can have a blast at home or on the road. Just as with Super Bomberman 2, the idea is to blow up enemies and obstacles while remaining in one piece. It isn't easy, especially in the multi-player mode. This unique Super Game Boy game lets you use a Super NES multi-player adapter so that up to four players can challenge each other. You can't, however, play a two-player game on Game Boy using the Game Link.

TIME 69 ENEMY 1

➕ Both challenging and fun. Super Game Boy color palette and four player option.

➖ The graphics. (If you want more Super NES flash, check out Super Bomberman 2.)

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
AEROBIZ SUPERSONIC	KOEI	1P/BATT	3.1	2.7	3.6	3.8	SIMULATION
BLACKTHORNE	INTERPLAY	1P/PASS	4.3	3.3	4.2	4.1	ACTION
ESPN SPEED WORLD	SONY	2P-S/BATT	2.7	2.9	2.3	2.6	RACING
HAMMER LOCK WRESTLING	JALECO	4P-S	2.0	2.5	2.0	3.0	ACTION
HAPPILY EVER AFTER	AMERICAN SOFTWORKS	1P	3.1	3.2	2.6	2.7	ACTION
MORTAL KOMBAT II	ACCLAIM	2P-S	4.0	3.4	3.5	3.3	TOUR FIGHTING
MATH BLASTER EPISODE 1	DAVIDSON	1P	3.3	3.3	3.0	3.3	EDUTAINMENT
NOBUNAGA'S AMBITION—LORD OF DARKNESS	KOEI	8P-A/BATT	2.8	2.2	3.0	3.3	HISTORICAL SIM
SHIEN'S REVENGE	VIC TOKAI	1P/PASS	3.1	2.9	2.7	3.1	ACTION
SINK OR SWIM	TITUS	1P/PASS	3.3	3.1	3.0	3.1	PUZZLE
SUPER BOMBERMAN 2	HUSDON	4P-S/PASS	3.4	3.8	3.8	3.5	ACTION
SUPER SOCCER CHAMP 2	TAITO	4P-S/PASS	3.3	3.8	3.8	3.0	SOCCER
TECMO SUPER BASEBALL	TECMO	2P-S/BATT	3.3	3.7	3.1	3.2	BASEBALL
TROY AIKMAN NFL FOOTBALL	WILLIAMS	2P-S/BATT	2.9	3.2	2.9	3.3	FOOTBALL
VORTEX	ELECTRO BRAIN	1P/PASS	3.8	3.9	3.1	3.4	SUPER FX ACTION
WORLD HEROES 2	TAKARA	2P-S	3.4	3.5	3.0	3.0	TOUR FIGHTING

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
MIGHTY MORPHIN POWER RANGERS	BANDAI	1P	3.3	3.0	3.1	2.9	S.G.B ACTION
BOMBERMAN	HUDSON	4P-S	2.9	3.4	3.7	3.1	S.G.B ACTION

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

NINTENDO POWER

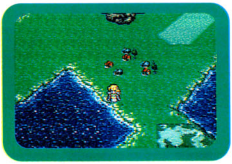
A LOOK INTO THE GAMES OF THE FUTURE

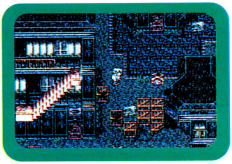
PAK WATCH

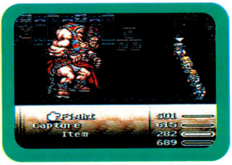
FINAL FANTASY III

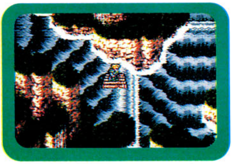
SQUARE

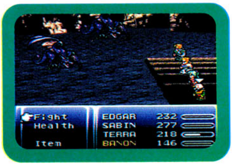
Role playing fans will have something to cheer about later this fall when Square releases the ultimate RPG, Final Fantasy III. In Japan, this game was numbered Final Fantasy VI, and is to reported to have sold million copies to Super Famicom players. Luckily, the game itself hasn't lost any of its value or sparkle in translation. This is the biggest RPG ever at 24 Megabits. Square used that immense memory to pack the Pak with digitized backgrounds and more musical scores than a Broadway hit. The game is unique in another way, too. Instead of following a linear story and play sequence, you can choose different routes at certain points. You will also find hidden areas throughout the game that may lead you astray for several hours of play without directly affecting the outcome of the game. In a nut shell, the evil Empire is out to stomp everybody using its newly rediscovered ancient technology called MagiTek. A magic user named Kera is discovered by the rebelling forces and becomes the center of their hope to defeat the Empire. This game is so huge that the world will be destroyed and remade in its course. The adventure takes you through the most complex towns and cinematic sequences ever. The ending alone takes over half an hour to play out. You'll also control 12 unique characters during the game in parties of up to four at a time. What more do you want? How about a new kind of magical ability called Espers? Or maybe you like cruising around in Mode 7 aboard a Chocobo? For RPG and adventure players, this game will mean one hundred hours of excitement, fun and challenge.

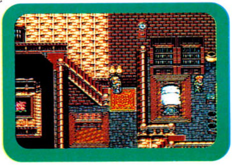






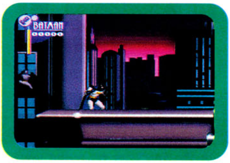


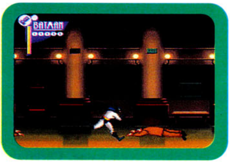


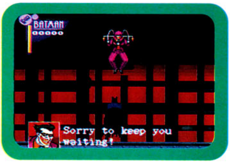


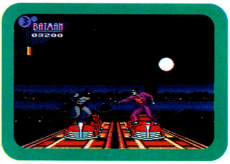
THE ADVENTURES OF BATMAN & ROBIN KONAMI

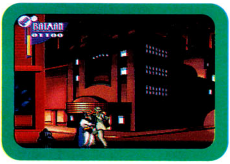
Konami's latest venture into Gotham may be the classiest yet. This Pak Bat ate up the graphics, but as good as the graphics are, the game play is even more impressive. A lot of the fun comes from the fact that you have great items like the Batarang, Bat Star, Spray Gun, Grappling Gun, Flashlight and X-ray goggles. Select the wanted item with a push of the button and Batman is equipped and ready to search, fight or flee. The items give Batman far more depth than more standard fighting scrollers like Final Fight. But that's just for starters. You'll be captivated by cinematic elements such as being able to see Catwoman climbing away from you in the background while you chase along the rooftops in pursuit. The game isn't just a straightforward side-scroller, either. You climb, ride vehicles like the Bat Plane, swing from your grappling line, move into the screen and more while chasing down the fiends of Gotham City. Even the music is outstanding. You don't have to be a fan of the Dark Knight to get wrapped up in this game. You just have to love action, drama, and mutant super fiends! This game was originally called Batman: The Animated Series.

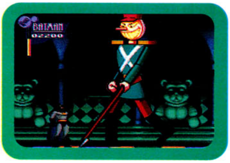






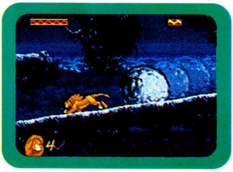


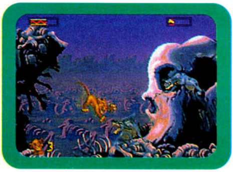


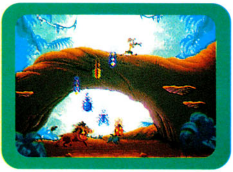


THE LION KING VIRGIN

The Lion King's success at the box office since its release last summer may only be rivaled this year by the success of this game. Virgin worked closely with artists at Disney to create 2,000 cells of fluid animation that bring Simba to life as a cub and as an adult lion. The graphics certainly rule this game, but the sound is also impressive, making use of all five Elton John songs from the film plus special scores composed exclusively for the game. Simba's journey begins as a carefree cub chasing bugs in the fields. As the game progresses, you'll learn new skills and Simba becomes more proficient. The stampede stage positions Simba facing forward while the wildebeasts charge straight ahead from behind him. The idea is to avoid being trampled. The ten levels of play lead up to the confrontation with Scar. In the second part of the game, Simba is full grown, and ready to take over as king. Although the theme is pretty young, there should be enough game play and great scenes in this game for everyone when it releases this November.



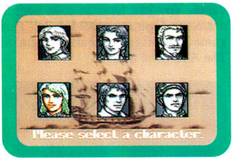




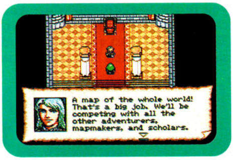
UNCHARTED WATERS—NEW HORIZONS

KOEI

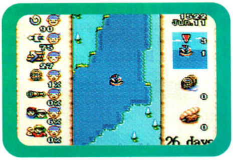
Ahoy, me lads and lasses. Ye can take to the high seas for adventure, derring do, swag and scurvy once Koei's Uncharted Waters—New Horizons sets sail this fall. It'll shiver your timbers with a world to discover and distant nations to plunder or engage in trade. At the start of the game, you'll choose one of six characters to portray. You'll begin as a youth who sets sail to make his or her fortune for one of six seafaring lands. Your choices along the way will include selecting cargo for trade, making war or peace, hiring crew members, buying ships and information, and proving that the globe is round. New Horizons is aptly named, for the game is big enough to be a world with its own horizons.



Please select a character.



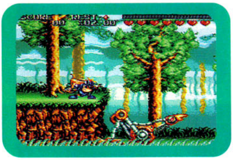
A map of the whole world! That's a big job. We'll be competing with all the other adventurers, mapmakers, and scholars.

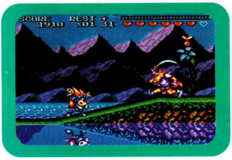


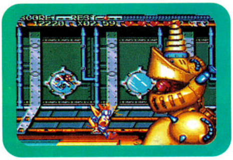
SPARKSTER

KONAMI

Although this Pak Pirate seems to recall a character called Rocket Knight for another game system, Konami insists that Sparkster—the awesome opossum with a rocket on his back—is engaged in new activities in this Super NES game. Certainly, Sparkster (or Rocket Knight) has never looked so good. Some of the graphic touches like the moving reflections are first class. The game play involves constant action and endless variety, with the Sparkster rocketing toward enemies and through walls one moment, then dangling from his tail to whack-attack the opossum posse the next. A real winner. Watch for the contrail across the sky this November.



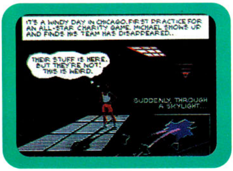




MICHAEL'S ADVENTURE: CHAOS IN THE WINDY CITY

ELECTRONIC ARTS

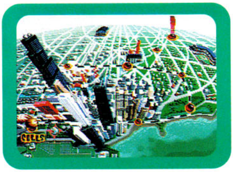
Michael may be out of the NBA and into the minor leagues, but his life is still an adventure. Michael's new mission is a bit more vital than scoring. He must rescue his buddies who have been kidnapped in Chicago. Jordan uses balls of various types—flaming balls for toasting his enemies and ice balls to freeze them solid. There are heat-seeking balls, ricocheting balls, knuckleballs and even bowling balls. The opponents that Michael must defeat in this game range from zombies to spiders—a far cry from the superstars of the NBA. Is he up to it? We'll know this fall.

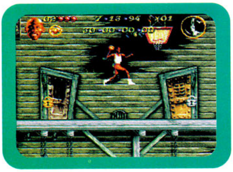


IT'S A WINDY DAY IN CHICAGO. FIRST PRACTICE FOR AN ALL-STAR CHARITY GAME. MICHAEL SHOWS UP AND FINDS HIS TEAM HAS DISAPPEARED..

THEIR STUFF IS HERE, BUT THEY'RE NOT! THIS IS WEIRD.

SUDDENLY, THROUGH A SKYLIGHT...

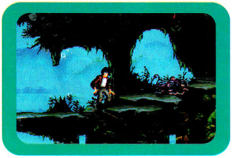


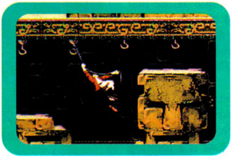


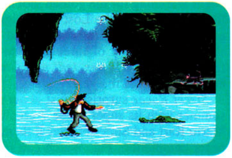
PITFALL: THE MAYAN ADVENTURE

ACTIVISION

Back in the dark ages of video games when the Atari 2600 still roamed the earth, a game called Pitfall made its debut. Now, Activision is bringing forth a Super NES game based on that early hit, and the evolution of video games has seldom been so dramatically revealed. Pitfall: The Mayan Adventure is a showcase of terrific graphics, animation and sound in an action game featuring Pitfall Harry of the classic 2600 game. The difference is made all the more dramatic because Activision has included an example of the original game as a play option. In Harry's new adventure, he must battle through a jungle maze swarming with predators and mysterious ruins. Much of the fun lies in the exploration of the stages rather than fighting. The sound is phenomenal! Although Activision is pushing hard to bring you this game by the end of the year, it will be a real race. The version this Pak Watcher saw was far from finished, and the deadline was running short.



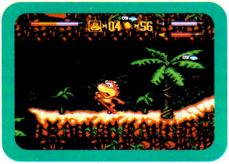


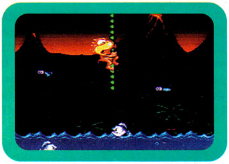


RADICAL REX

ACTIVISION

The marketing folks at Activision have proclaimed that Rex the dinosaur is too cool to be extinct. They may be right. This deceptive action game may seem at first glance to be just another cute and fuzzy journey into Barney land, but Rex has an irreverent personality and the ability to skate on a board like no dinosaur's business. Rex goes for the high speed, inverted daredevil moves while shooting flaming breath at prehistoric enemies. He can even stun enemies with his terrifying roar at twenty paces. The downside is that if Rex loses his skateboard, he'll have to hoof it until he finds another one, and there's nothing sadder than a T-Rex without his wheels. Look for Rex in a month or two.

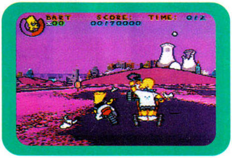


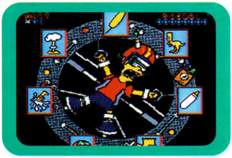


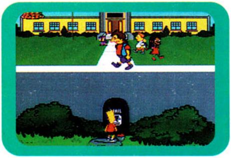
VIRTUAL BART

ACCLAIM

Bart is back in the most inventive video game adventure ever for the Simpson's. When Bart plugs into a virtual reality machine, he is swept into bizarre worlds where he becomes an alter-Bart. In one scenario, Bart is a biker in a post-apocalyptic world being chased by other chain-wielding thugs. In another scenario Bart has become a pig in a pork factory, while in another virtual world he is throwing ripe tomatoes at classmates, teachers and policemen. Some of the views feature traditional side-scrolling action while others have Bart racing into the picture like the biker scenario shown here. The graphics created by Sculptured Software had this Pak Viewer wondering if he had flipped to Fox.





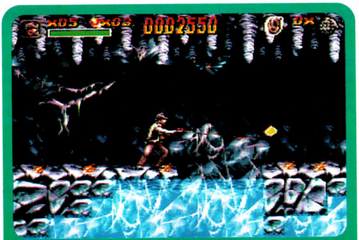


PAK WATCH UPDATE

One of the biggest titles of the year is coming up this fall from **JVC**. Actually, several of the best games are coming from JVC, but *Indiana Jones: Greatest Adventures* is special because it is the first Indy action adventure for the Super NES. Lucasarts also teamed up with developers from Factor 5 to create this game, basing the action on the best scenes from all three Indiana Jones movies. You'll begin searching for the golden idol in the jungle palace just like in Raiders of the Lost Ark. Digitized cinema screens add to the feel of being transported into the movie. Indy should be the first of three titles to be released this fall from JVC, with *Super Jedi* and *Ghoul Patrol* to follow before the end of the year.

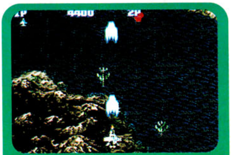
Street Racer surprised just about everyone at CES last summer with its super Mode 7 graphics and clever mix of Mario Kart and Street Fighter II themes. Now, as the game nears completion, Pak Watch can report that it's looking even better. The option modes have been dropped in, including a wild demolition derby in which you and up to four other drivers try to ram the other cars out of a designated area. A car soccer game is also included. If that's not enough to get you revved, the game can be played as a tournament using eight drivers each with his or her own special move-attacks that can be activated with controller combinations. Don't let this one pass you by when it comes out this fall.

Star Trek: Generations the movie hasn't even reached the theaters and **Absolute** has already finished development of the Game Boy version of this game. Trekkers who ventured where no player had gone before with last year's *Star Trek: The Next Generation* for Game Boy will find this year's Super Game Boy title to be similar, but strangely less complex. On the Super NES front, **Spectrum Holobyte**, the makers of Star Trek: The Next Generation, have signed a deal with Paramount for the 16-bit rights to Star Trek: Generations and continuing games based on the Next Generation characters through 1998. Spectrum's Microprose division is continuing development of the Super NES version of *Sid Meier's Civilization.* Although they planned to release this epic strategy simulation this year, this Pak Watcher doubts that they can pull it off. We'll keep a closer watch towards spring. In the meantime, one of the best puzzle games of the year—*Wild Snake*—will be coming from Spectrum in the next month or two.

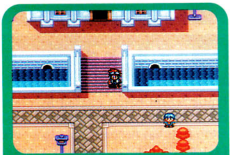


Indiana Jones: Greatest Adventures

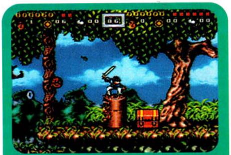
Sony Imagesoft has ESPN and *Mickey Mania* on tap for this fall, but they also are finishing up work on a two-player movie take-off with *3 Ninjas Kick Back.* This action game gives you some martial arts abilities and a ton of



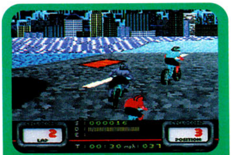
Aero Fighter



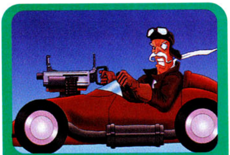
Robo Trek



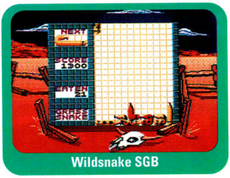
3 Ninjas Kick Back



Cannondale Cup



Street Racer SNES



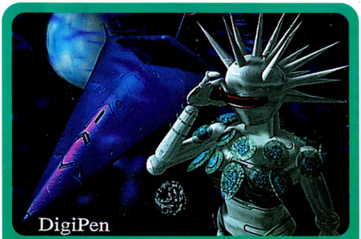
Wildsnake SGB

challenge, some of it quite unexpected. Gametek also has a few tricks up its sleeve with unexpected titles. *Race Days* for Game Boy lets you race Dirty or Four-Wheelin. The Dirty Race presents an overhead view while the four-wheel race puts you behind the wheel like in Jeep Jamboree. If you want more realistic driving, however, stay tuned for *Nigel Mansell's Indy Car Racing*, which **Acclaim** hopes to bring out by the end of the year or **Gametek**'s *Churn 'N Burn*, which combines motorcycle and jet-ski style racing.

Enix, known for traditional RPGs like Dragon Warrior and Seventh Saga, has acquired another epic from Quintet, the developers of *Illusion of Gaia*. But *Robo Trek*, due out this fall, parts from the traditional storyline of dragons and castles by featuring robots that can be programmed to perform special tasks. You win the game by learning how to create the right kind of robots, then putting them to work. The graphics may look traditional for an RPG, but the game may be one of the most innovative this genre has ever seen.

McO'River has *Aero Fighter* on tap for shooter fans this fall. Although a standard vertical scrolling shooter, Aero Fighter combines fast action with enough options to keep your jet bristling with armaments. The graphics are sharp and portray realistic settings around the world. Your jet can bomb as well as shoot missiles, cannon and assorted super blasters. If you're into less bloodshed, you might take a ride on *Cannondale Cup* from **American Softworks**. This bicycle racer is the same game that comes with the LifeCycle, but you don't have to spring for the price of the exercise bike. Of course, you don't get the exercise, either.

If you've ever thought about developing games yourself, you can learn the ins and outs of programming games and graphic design at **DigiPen Applied Computer Graphics School**—a computer institute based in Vancouver, British Columbia. The shot shown here comes from DigiPen's graphics program. This Pak Pupil was particularly impressed with a video tape DigiPen sent for us to review. Morphing graphics and sci-fi inspired action looked perfectly suited for the next generation of games for the Super NES and Ultra 64. The school has set up specific coursework aimed at developers, entitled The Art and Science of 2D and 3D Video Game Programming, A Super Nintendo Entertainment System Game Programming Course. If you're interested in learning more about DigiPen's curriculum, call (604) 682-0300 or Fax your inquiry to (604) 682-0310.



DigiPen Computer Art

FUTURE GAMES
FOR THE

SUPER NES

Name	Approximate Release
Addams Family Values	Fall '94
The Adventures of Batman & Robin	Fall '94
Aero Fighter	Fall '94
Battletech	Fall '94
Beavis And Butthead	Fall '94
Bubsy 2	Fall '94
Captain Commando	Fall '94
Cannondale Cup	Fall '94
Deep Space Nine	Fall '94
Demon's Crest	Fall '94
Donkey Kong Country	Fall '94
Dragon View	Fall '94
Earthworm Jim	Fall '94
Final Fantasy III	Fall '94
FireTeam Rogue	Fall '94
Future Zone	Winter '94
The Great Circus Mystery Starring Mickey and Minnie	Fall '94
Guts	Fall '94
Hoop It Up	Fall '94
Jammit!	Fall '94
Juggernauts	Fall '94
Kid Klown in Crazy Chase	Fall '94
Knights of Justice	Fall '94
The Lion King	Fall '94
Michael's Adventure: Chaos In The Windy City	Fall '94
Mighty Morphin Power Rangers	Fall '94
Mortal Kombat II	Fall '94
Pac Man 2: The New Adventures	Fall '94
Pitfall: The Mayan Adventure	Fall '94
Radical Rex	Fall '94
Rise Of The Robots	Fall '94
Robo Trek	Fall '94
Samurai Showdown	Fall '94
seaQuest DSV	Fall '94
Shien's Revenge	Fall '94
Sparkster	Fall '94
Super Adventure Island II	Fall '94
Super Bomberman II	Fall '94
Tarzan	Fall '94
Tin Star	Fall '94
Uncharted Waters–New Horizons	Fall '94
Virtual Bart	Fall '94
WildSnake	Fall '94

GAME BOY

Bomberman	Fall '94
John Madden Football	Fall '94
Race Days	Fall '94
seaQuest DSV	Fall '94
Space Invaders	Fall '94
Star Trek: Generations	Fall '94
Taz-Mania: Christmas Island Capers	Fall '94
WildSnake	Fall '94

NES

Wario's Woods	Fall '94

Pac Man 2
Maximum Carnage
Illusion of Gaia
Brain Lord
Super Punch-Out!!
Illusion of Gaia
Mighty Morphin' Power Rangers
Mega Man V
Final Fantasy III
Yogi's Gold Rush
Mortal Kombat II

NEXT ISSUE

Coming in October, Volume 65

Well, we didn't get Illusion of Gaia in the magazine this month, but hey, you got Mortal Kombat II instead! Next month's issue will feature Illusion of Gaia, we promise. Don't miss out on all the action and intrigue of the hottest new adventure game, you won't get a third chance!

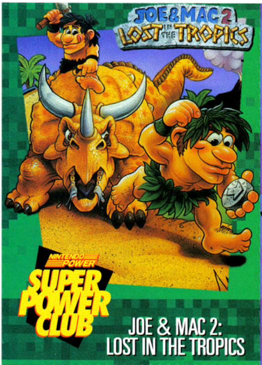
PREVIEW

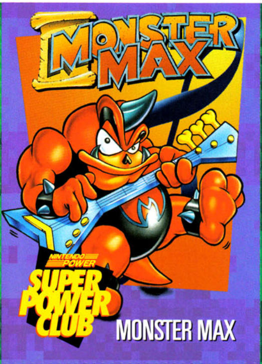
DONKEY KONG COUNTRY

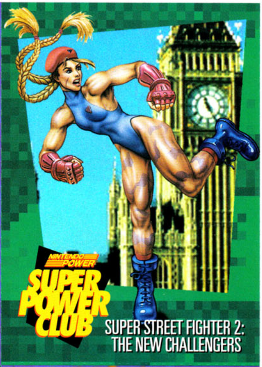
Donkey Kong Country knocked the socks off of everyone at the Summer CES. Now you can see for yourself what everyone is talking about! This game features incredible graphics that you must see to believe. Next month, you can also get an exclusive first look of Cruise'n USA, the first racing game for the Ultra 64. Be the first in your neighborhood to see this incredible game before it hits the arcades. You can only catch these exclusive features in Volume 65 of Nintendo Power!

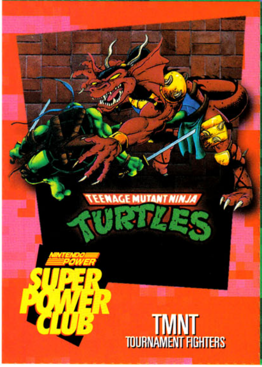
NINTENDO POWER
SUPER POWER CLUB

POWER CHALLENGE TRADING CARDS


JOE & MAC 2 LOST IN THE TROPICS
NINTENDO POWER
SUPER POWER CLUB
JOE & MAC 2:
LOST IN THE TROPICS


MONSTER MAX
NINTENDO POWER
SUPER POWER CLUB
MONSTER MAX


NINTENDO POWER
SUPER POWER CLUB
SUPER STREET FIGHTER 2:
THE NEW CHALLENGERS


TEENAGE MUTANT NINJA
TURTLES
NINTENDO POWER
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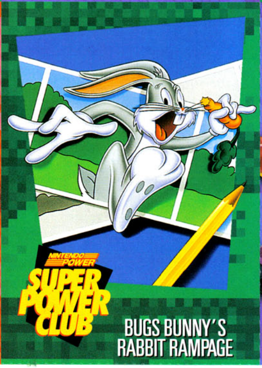
TMNT
TOURNAMENT FIGHTERS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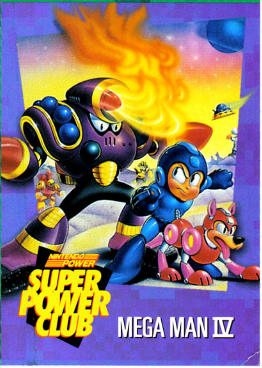
BUGS BUNNY'S
RABBIT RAMPAGE


NINTENDO POWER
SUPER POWER CLUB
MEGA MAN IV

POWER CHALLENGE TRADING CARDS

POWER CARD #133

SUPER STREET FIGHTER 2: THE NEW CHALLENGERS™

DESCRIPTION *Fei Long, Cammy, Dee Jay, and T. Hawk want a crack at M. Bison. Along with exciting new fighters, there are new options and graphics that are even better than the original. New locations and challenges await—can you whip these new competitors into shape?!*

CHALLENGE *Using any character in the Time Challenge, how fast can you beat M.Bison?*

Novice: *45 Seconds*

Intermediate: *25 Seconds*

Pro: *18 Seconds*

SYSTEM: *Super NES*
GAME TYPE: *Street Fighting*
# OF PLAYERS: *2*
RELEASED: *7/94*
COMPANY: *Capcom*

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POWER CARD #132

MONSTER MAX™

DESCRIPTION *Max was an aspiring rock star and then Krond came along and took over his planet and banned all music! Now Max is going through the Mega Hero Training Academy so he can keep on rockin'. Nine levels of puzzles await you on your quest to get rid of Krond!*

CHALLENGE *How many lives does it take you to complete the first three levels?*

Novice: *5*

Intermediate: *3*

Pro: *1*

SYSTEM: *Game Boy*
GAME TYPE: *Puzzle Adventure*
# OF PLAYERS: *1*
RELEASED: *4/94*
COMPANY: *Titus*

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POWER CARD #135

JOE & MAC 2: LOST IN THE TROPICS™

DESCRIPTION *It's up to Joe and Mac to save their caveman village once again. Gork has stolen the Crown from the village and it falls to Joe and Mac to get it back! Travel the countryside fighting an assortment of prehistoric bad guys on your way to Gork and the Crown.*

CHALLENGE *How many hearts can you finish the Stegosaurus with?*

Novice: *One heart left*

Intermediate: *Three hearts left*

Pro: *All five hearts left*

SYSTEM: *Super NES*
GAME TYPE: *Action*
# OF PLAYERS: *2*
RELEASED: *5/94*
COMPANY: *Data East*

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POWER CARD #120

MEGA MAN IV™

DESCRIPTION *That devious Dr. Wily has returned to torment our Mega hero once again. This time Dr. Wily comes armed with a new secret weapon named Ballade. But Dr. Right has a new trick up his sleeve for you, too. He also gives you a powerful ally named Beat!*

CHALLENGE *Can you beat these stages without buying items from Dr. Light?*

Novice: *Dr. Wily's Tank without buying an Energy Tank*

Intermediate: *Dr Wily's 2nd Tank without buying an Energy Balancer*

Pro: *Dr. Wily's Spaceship without buying a Super Tank*

SYSTEM: *Game Boy*
GAME TYPE: *Action*
# OF PLAYERS: *1*
RELEASED: *12/93*
COMPANY: *Capcom*

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POWER CARD #140

BUGS BUNNY'S RABBIT RAMPAGE™

DESCRIPTION *Bugs Bunny and all his wacky friends have made their way to the Super NES! The stages of this wild game are all based on some of the best Bugs Bunny episodes of all time. So be ready for some carefully crafted traps laid by really fiendish bad guys. Good luck!*

CHALLENGE *What is the best Style Rating you can get on Level 1.1?*

Novice: *Hare Brain*

Intermediate: *Long Eared Galoot*

Pro: *Wascally Wabbit*

SYSTEM: *Super NES*
GAME TYPE: *Comic Action*
# OF PLAYERS: *2*
RELEASED: *2/94*
COMPANY: *Sunsoft*

©1994 Sunsoft LOONEY TUNES characters, names, and all related indica are ™ of Warner Bros. ©1994

POWER CARD #124

TMNT® TOURNAMENT FIGHTERS

DESCRIPTION *All of those hard-shelled heroes are back! This time around it's in a street fighting free for all. Play as any of the Turtles and some of their meanest enemies in the quest to be the best. Do you have what it takes to beat Shredder in a one-on-one battle?*

CHALLENGE *Can you win the Tournament mode without..?*

Novice: *Losing more than 3 fights*

Intermediate: *Losing more than 2 fights*

Pro: *Losing any fights at all!*

SYSTEM: *NES*
GAME TYPE: *Street Fighting*
# OF PLAYERS: *2*
RELEASED: *2/94*
COMPANY: *Konami*

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BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 49 (June '93): B.O.B., Taz-mania, Super Casino Games, Yoshi's Cookie, Battletoads in Battlemaniacs, Battletoads in Ragnarok's World, Bubble Bobble 2 (Game Boy), Titus the Fox, Raging Fighter, Battletoads and Double Dragon, Fire 'n' Ice.

Volume 50 (July '93): WWF Royal Rumble, Run Saber, E.V.O. The Search for Eden, Edutainment Games, Bubsy in Claws Encounters of the Furred Kind, The Legend of Zelda: Link's Awakening, Gargoyle's Quest II (Game Boy), T2: The Arcade Game, The Addams Family—Pugsley's Scavenger Hunt (NES), Mighty Final Fight, Bubble Bobble 2 (NES)

Volume 51 (Aug. '93): Street Fighter II Turbo, Zombies Ate My Neighbors, Alien^3 (Super NES), Goof Troop, Nigel Mansell's World Championship, Speedy Gonzalez, Star Trek: The Next Generation, 4-in-1 Funpak Vol. II, Jurassic Park(NES), King's Quest V.

Volume 52 (Sept. '93): Final Fight 2, The Seventh Saga, Super Mario All-Stars, Rock 'N' Roll Racing, Family Feud, Final Fantasy Legend III, Felix the Cat (Game Boy), Pinball Dreams, Indiana Jones & The Last Crusade, Cartoon Workshop.

Volume 53 (Oct. '93): Super Empire Strikes Back, Mortal Kombat, Super Bomberman, Plok, Cool Spot, Pac-Attack, Wing Commander: The Secret Missions, Mortal Kombat (Game Boy), Sports Illustrated Championship, Jurassic Park (Game Boy), WWF King of the Ring, Lemmings (Game Boy), Battleship (NES), The Flintstones—The Surprise at Dinosaurs Peak.

Volume 54 (Nov. '93): The Secret of Mana, Super NES Sports, SimAnt, Aero the Acro-Bat, Jurassic Park (Super NES), ActRaiser 2, Ultima: Runes of Virtue II, Kirby's Pinball Land, Gear Works, T.M.N.T. Tournament Fighter (NES), Pac-Man/Ms. Pac-Man.

Volume 55 (Dec. '93): Disney's Aladdin, Clay Fighter, NHL Stanley Cup, Daffy Duck: The Marvin Missions, Battle Cars, Super Scope Roundup, Tom & Jerry: Frantic Antics, Mega Man IV (Game Boy), Mega Man VI (NES), Tetris 2.

Volume 56 (Jan. '94): Mega Man X, Flashback, Claymates, Soldiers of Fortune, T.M.N.T. Tournament Fighters, Battletoads & Double Dragon The Ultimate Team, Batman: The Animated Series, T.M.N.T. III: Radical Rescue, Tetris 2 (Game Boy), Disney's Chip 'N' Dale Rescue Rangers 2.

Volume 57 (Feb. '94): Bugs Bunny Rabbit Rampage, Young Merlin, Skyblazer, Inspector Gadget, The Sports Scene, Lester the Unlikely, Choplifter III, Spider-Man & The X-Men in Arcade's Revenge (Game Boy), The Simpsons: Bart & The Beanstalk, Zoda's Revenge: Star Tropics II.

Volume 58 (Mar. '94): NBA Jam, Wolfenstein 3-D, Super R-Type III, Metal Marines, The Flintstones: The Treasure of Sierra Madrock, Wario Land: Super Mario Land 3, Zoda's Revenge: Star Tropics II (Part 2).

Volume 59 (Apr. '94): Ken Griffey Jr. Presents MLB, Star Trek: The Next Generation, Mickey's Ultimate Challenge, X-Kaliber 2097, Time Trax, Turn and Burn: No-Fly Zone, Pinball Dreams, Super Pinball, Super Metroid Preview, Prehistorik Man, Walt Disney's The Jungle Book (NES)

Volume 60 (May '94): Super Metroid, The King of Dragons, Joe and Mac 2 (Super NES), The Jetsons: Invasion of the Planet Pirates, The Sports Scene, Spectre, Knights of the Round, Solitaire Funpak, Black Bass Lure Fishing, Bonk's Adventure.

Volume 61 (June '94): Disney's Beauty and the Beast, FireStriker, Clay Fighter: Tournament Edition, Spike McFang, SlamMasters, Fatal Fury 2, A.S.P. Air Strike Patrol, Super Loopz, Illusion of Gaia (preview), Donkey Kong (Game Boy), Monster Max, Stop That Roach.

Volume 62 (July '94):: Super Street Fighter II, Breath of Fire, Disney's The Jungle Book, Liberty or Death, Tetris 2, Double Dragon V, Tarzan (Game Boy), Disney's The Jungle Book (Game Boy), Space Invaders, Jeopardy Sports!

Volume 63 (Aug. '94): Stunt Race FX, Lord of The Rings-Vol. 1, King of the Monsters 2, The Death and Return of Superman, An American Tale: Fievel Goes West, Sonic Blastman 2, Disney's Beauty and the Beast (NES), Cool Spot (Game Boy), Itchy & Scratchy in Miniature Golf Madness, Robocop vs. The Terminator (Game Boy).

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Sept. 2 - Sept. 4	Birmingham, AL	Wal*Mart Call for address
Sept. 2 - Sept. 4	Wareham, MA	Wal*Mart Call for address
Sept. 2 - Sept. 4	Oklahoma City, OK	Sears 2501 W. Memorial Road
Sept. 2 - Sept. 4	Pittsburgh, PA	Sears 1008 Ross Park Mall
Sept. 2 - Sept. 4	West Mifflin, PA	Sears Century III Mall
Sept. 2 - Sept. 4	Portsmouth, NH	Wal*Mart 2460 Lafayette Rd.
Sept. 9 - Sept. 11	Greeley, CO	Wal*Mart 3001 23rd Ave.
Sept. 9 - Sept. 11	Terre Haute, IN	K-Mart 4651 S. US Hwy. 41
Sept. 9 - Sept. 11	Saugus, MA	Lechmere New England Shopping Center Rt. 1
Sept. 9 - Sept. 11	Bloomington, IN	Target 601 College Mall Rd.
Sept. 9 - Sept. 11	Champaign, IL	Target 2002 Glenn Park Drive
Sept. 16 - Sept. 18	Marshall, TX	Wal*Mart Call for address
Sept. 16 - Sept. 18	Jacksonville, FL (1)	Sears Call for address
Sept. 16 - Sept. 18	Jacksonville, FL (2)	Sears Call for address
Sept. 16 - Sept. 18	Cambridge, MA	Harvard Sq. Co-op Call for address
Sept. 23 - Sept. 25	Tulsa, OK	Wal*Mart 1439 East 71st St. South
Sept. 23 - Sept. 25	Nashua, NH	Lechmere Daniel Webster Hwy.-Pheasant Ln. Mall
Sept. 30 - Oct. 2	Camp LeJeune, NC	AAFES Call for address
Sept. 30 - Oct. 2	San Angelos, TX	Wal*Mart 2701 Southwest Blvd.
Sept. 30 - Oct. 2	Vadnais Hts., MN	Wal*Mart Call for address
Sept. 30 - Oct. 2	Cambridge, MA	Lechmere 88 First St.

AWESOME PLAY ON THE GAMES YOU'VE BEEN WAITING FOR! - KILLER PRIZES!

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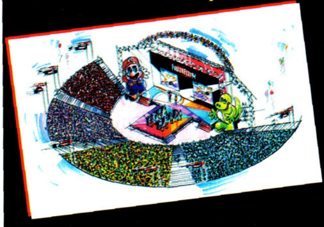
WIN YOUR WAY TO THE PowerFest 94 FINALS!



Compete at one of Nintendo's PowerFest 94 tour locations for your chance to win an all-expense paid trip to the finals at SeaWorld in San Diego, CA.

MORE TOUR DATES BEING ADDED! CALL 1-800-255-3700 FOR MORE INFO.

Please call store for date and time confirmation. All dates are subject to change.

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